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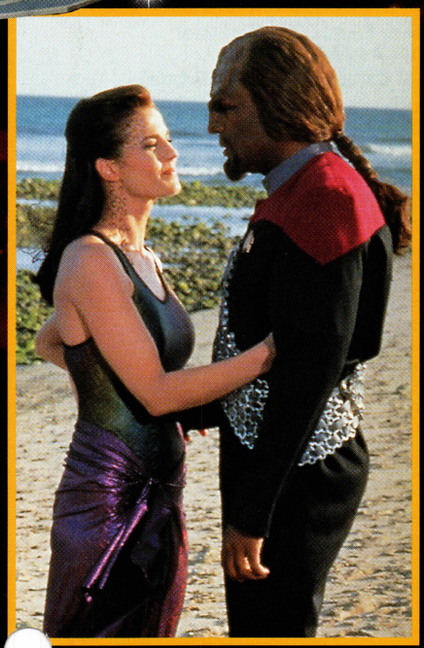

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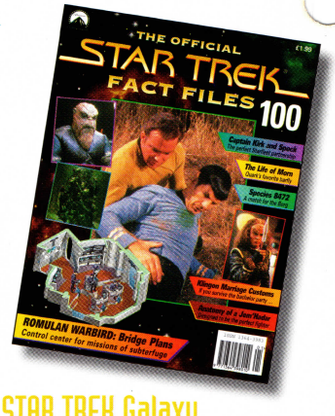

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THE TRILLS

TRILL TRADITIONS

THE TRILLS

The joining of a humanoid host and a vermiform symbiont produces a harmonious bond between the two sentient Trill life forms. The intricate relationship between them is reflected in the rituals of their culture.

For most humanoid species, the union of two or more individuals is a sacred event, often marked by ceremony and celebration. For example, the **Betazoids** celebrate weddings without clothing, while the **Vulcans** mark the occasion with ancient ritual and elaborate splendor. For the joined species the **Trill**, however, the supremely intimate nature of the bonding between host and symbiont elevates the importance of rituals far beyond that of most other species. As a consequence, the ceremonial trappings of Trill life hold great significance, and are surrounded by an intricate system of societal rules and regulations.

For the humanoid inhabitants of the Trill homeworld, there is no greater honor than being deemed worthy to be joined with a member of the planet's other sentient race – the intelligent symbionts. A hopeful applicant begins as an initiate, undergoing a rigorous training program to determine their ability to adapt and thrive within the altered parameters of joined existence. Overseen by the **Trill Symbiosis Commission**, this period grants the honor of joining with a symbiont to only 300 of the 5000 applicants each year.

Mentor

Toward the end of the training course, likely candidates are assigned a field docent, a joined Trill, with whom the initiate spends two weeks in order to observe what life will be like after the joining. The field docent often becomes a mentor to the initiate, advising and guiding the candidate toward the final stages of training prior to the joining. It is at this stage of the program that many initiates decide whether they are ready to accept the awesome responsibilities inherent in joining with a symbiont.

The joining

The symbiont is bonded to the host via an abdominal pouch, which has evolved in the species for this purpose. This ritual is also overseen and administered by the Trill Symbiosis Commission.

The procedure itself is simple, with the symbiont being placed on the host's abdomen and the pouch flap lifted to allow the symbiont access to the body of its host. The bonding process begins, and, once complete, is irreversible. After successfully bonding, the host

Symbiosis
For the joined species known as the Trill, the physical, emotional, and psychological link that occurs during bonding can be overwhelming.

Repressed memories
In 2371, Jadzia Dax falls ill when repressed memories of an insane former host surface.

Simple procedure
Humanoid Trills have evolved an abdominal pouch for the joining; the symbiont passes through it to become one with its host.

The hosts
Curzon hosted the Dax symbiont before Jadzia and Ezri. Ezri now retains all of his memories and traits, along with those of the six preceding hosts.

Homecoming
Joined Trills often experience a feeling of unity when they return to the pools of the symbionts.

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TRILL TRADITIONS

Taboo

It is forbidden for joined Trills to renew relationships with each other when in new host bodies.

and symbiont may be separated surgically, but this will almost certainly result in the death of the host.

On the Trill homeworld, the symbionts breed in the subterranean **Caves of Mak'ala**. The developing symbionts exist in a network of pools, and are cared for by a dedicated order of Trill humanoids called the **Guardians**. These care-givers forgo the honor of joining and choose to spend their lives in near-isolation, tending to the needs of the revered symbionts. The Guardians play an important role in many Trill rituals.

Zhian'tara

The **zhian'tara** is the most emotionally intense of the Trill ceremonies. It allows a current host the opportunity to interact with the personalities and memories of former hosts, leaving the present humanoid with a renewed sense of their shared lives. A Guardian assists in this sacred ritual, which usually takes place on the Trill homeworld.

The interaction between the current and previous hosts is achieved via a telepathic transference between the physical body of the current host and several volunteer bodies – traditionally close friends – who act as temporary receptacles for the previous hosts' personalities. The receptacle's own personality remains aware throughout the ceremony, and may reassert mental control at any time.

Past lives

The actual zhian'tara ceremony takes place in a candlelit chamber. A central brazier, set inside a triangular frame, is filled with a molten, yellow-gold substance; the scent it gives off is pleasant and relaxing to most Trills.

The current Trill host approaches the Guardian with one of the volunteers. The Guardian places a hand on both heads, and speaks in the Trill tongue. Soon, a mist begins to form near the host's abdominal symbiont flap. It moves to the head of the volunteer, who receives the essence of a former host, while the current host loses those memories for the duration of the ritual. The zhian'tara is therapeutic for a Trill, helping them adjust to the many personality influences of former hosts.

Trill weddings

Joined Trills may wed, but strict rules govern this type of union. Once a Trill host has died and its symbiont has been transplanted into a new body, the relationship cannot be resumed. This is known as **rejoining**, and is forbidden by Trill law. A Trill who breaks this sacred trust will be exiled from Trill society – which means that when the host body dies, the symbiont dies with it. For this reason, many joined Trills resist sexual relationships of any kind – the symbiosis of the joining serves as a type of marriage far more intimate than the traditional mating of two individuals.

Disapproving

Dr. Lenara Khan's brother strongly disapproves of Dax's advances toward Lenara – Dax's former wife.

GALAXY FACTS

- **Unknown to most Trills, over half the population is suitable for joining.**
- **The alien parasites which infiltrate Starfleet in 2364 are also seeking hosts.**
- **According to Jadzia Dax, most joined Trills are not interested in relationships.**

As in the case of **Jadzia Dax** and the **Klingon Commander Worf**, Trills may choose to marry outside of their race and follow alien customs. This fufills the host's desire to provide the symbiont with a varied existence.

The intensely complex and intimate nature of a joined Trill has resulted in a highly developed system of rituals that exceeds that of most other cultures. The symbiosis allows the Trill great spiritual insight and a firsthand understanding of the long-dead generations of their people.

REINCARNATED

Exploring past lives

The zhian'tara is a rare opportunity for a Trill host to learn intensely personal things about previous hosts. When a Trill humanoid is joined, the host is privy to the memories and subtle influences of the symbiont's former hosts; many personality traits and unconscious habits may derive from the fragments of these past personalities. The personality of the volunteer host body remains conscious throughout the ceremony, and at any time may reassert mental control. It is recommended that the host consciousness relax and allow the personality of the former host the freedom to be active.

The zhian'tara is usually carried out on the Trill homeworld. In 2371, however, Jadzia Dax performs the ritual on DEEP SPACE NINE.

Trills usually ask close friends to participate in this ritual, perhaps to make the present host feel at ease.

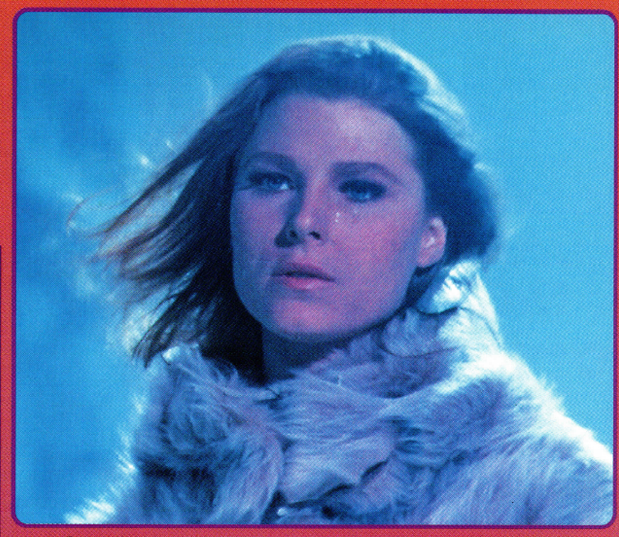
Being a Changeling, Odo achieves a far more developed personality mesh than would many species. This leads him to propose a permanent joining with Curzon's personality.

OTHER GROUPS AND RACES

THE SARPEIDONS

OTHER GROUPS AND RACES

Sarpeidon has been inhabited for at least 5000 years when, on Stardate 5943, this advanced world is destroyed by a cataclysmic supernova. However, the advanced Sarpeidon civilization has found a unique means of escape.



Sarpeidon endured a harsh ice age 5000 years prior to its fiery destruction.

The beautiful Zarabeth was sent back through time as a punishment.

Sarpeidon is a **Class-M** planet that orbits **Beta Niobe**, a dying sun. It is inhabited by a humanoid species which, at the time of the planet's destruction, is considered to be technically advanced. The only known history of the planet comes from a three-and-a-half hour landing party mission conducted by **Captain James T. Kirk** of the ***U.S.S. Enterprise NCC-1701***.

The Sarpeidons were once considered a suspicious and fearful people. In a racially homogeneous society, they used class distinction to fuel discrimination. At times in their past they fought among themselves, and the inherent lack of trust led to periods of tyranny; tribunals invoked great fear in the inhabitants.

Sarpeidon technological progression is similar to that of Earth. Over thousands of years, technology develops from the invention of the wheel to a highly advanced state in which time travel is possible. Ironically, the Sarpeidons never develop space flight capabilities – perhaps they found it unnecessary due to the invention of the **atavachron** time portal.

Tyranny

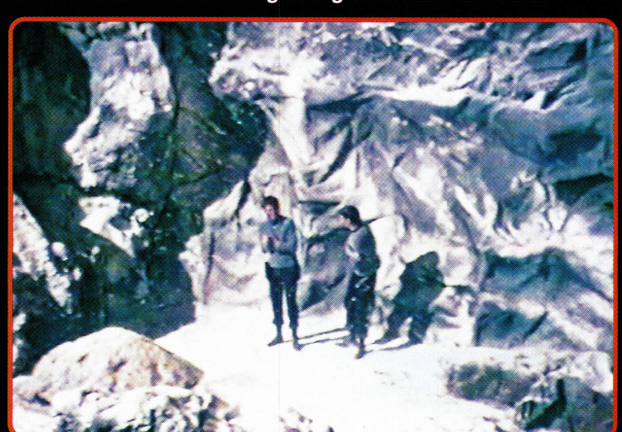
The atavachron played a role in one of the darkest periods of Sarpeidon history: the reign of the tyrant **Zor Kahn**. This despot was responsible for the exile of many of his compatriots, whom he sent into harsh periods of Sarpeidon's past.

A TOUCH OF FROST

Ice age cometh

As with many worlds, Sarpeidon underwent an ice age – in this case, 5000 years before the planet's destruction. Frigid winds swept across the surface, blowing ice and snow into every crevice. Immense ice cliffs dominated the rocky terrain, making travel difficult. The cold was a killer unless one found shelter quickly, but, even in this barren environment, certain types of fur-bearing animals were able to live. Their pelts enabled the exiled criminal Zarabeth to survive.

Even though Sarpeidon was characterized as an arctic wilderness at this time, carrying on with life was still possible, however harsh, provided one had shelter, food, and weapons. There were underground hot springs that made feasible the building of a greenhouse for food.



Stepping through the atavachron portal directly after Captain Kirk, Dr. McCoy and Mr. Spock find themselves freezing at the base of an ice cliff. Unless they find shelter, they will soon succumb to the conditions.

Designation	Sarpeidon
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Government	Varied; at one time tyrannical, later apparently democratic.
Environment	Standard Class-M.
Features	Over its long history, Sarpeidon civilization developed from a primitive and paranoid society into a highly advanced one.
Laws	At one time, the time portal known as the atavachron was used to banish those who broke the tyrannical laws.
Starship Log	STAR TREK: The Original Series 'All Our Yesterdays'

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THE SARPEIDONS

OTHER GROUPS AND RACES

The Prosecutor – himself a refugee from the future – orders the guard to rouse Captain Kirk in his cell. The era in which Kirk arrives is reminiscent of England in the 17th century; it is a place where paranoia and witch hunts are rampant.

The newly-arrived Captain Kirk intervenes in a local skirmish when he is sent back in time to a previous Sarpeidon era. The foppish troublemaker soon discovers that he has met his match in the dashing Starfleet captain.

GALAXY FACTS

- **Captain Kirk is initially taken to be a slave when he travels back in time to an era of freemen and coxcombs.**
- **It is not known what effect the many time travelers have had on Sarpeidon history.**
- **The Vulcan Mr. Spock becomes emotionally involved with Zarabeth in the past; Vulcan was experiencing a particularly barbaric period in its history at that time.**

One of these unlucky prisoners was a woman called **Zarabeth**; her 'crime' was that two of her relatives were involved in a conspiracy to kill Zor Kahn, and their family paid the consequences. The flesh from furry animals provided her with sustenance as she struggled to survive the elements in Sarpeidon's ice age.

Freemen and coxcombs

In an earlier period, some Sarpeidons were treated as slaves. A freeman was higher up the ladder than a slave, but lesser than a coxcomb. The vernacular of the Sarpeidons at that time was very distinctive; one might be called a "bully fine coe" to denote physical ability.

The time-traveling refugees from the Sarpeidon future – among them the Prosecutor, seen here – may find themselves in an era of freemen and coxcombs.

At this time in their history, the Sarpeidons dressed much like the English people of Earth during the 17th century. Many a sword fight resolved supposed wrongs, and stealing was also a problem. Law enforcement came in the form of strong-arm constables.

This was also the time of the Inquisition, when many Sarpeidons were accused of witchcraft and held in dank dungeons before being brought before a court-of-law, and many were burned alive. The trials were conducted by the **Inquisitional Tribunal**, and presided over by the Prosecutor and Inquisitor. Accusation required little evidence, and the hearsay of others weighed heavily.

Many of the structures of these times were built of stone, and people clustered together in small villages. Dwellings later became taller, wooden structures.

Last days

But, by the late 2260's, the impending death of Sarpeidon's star threatens this now-advanced society with extinction. During the last days of Sarpeidon, at the height of the race's technological achievement, many of their underground structures are large concrete dwellings with open hallways. The Sarpeidons also perfect android replicas that look and act identical to their humanoid counterparts. All simple tasks are delegated to these artifical beings.

When the Sarpeidons learn of the impending nova catastrophe, the atavachron becomes their salvation, sending the last of their race into the past, where they can live out their lives in safety. Family is very important to them, and many wish to remain together.

It seems that the greatest lesson learned by the Sarpeidons is to support an individual's freedom of choice, an indication of how far this race has developed from the dark days of its tumultuous past.

A UNIQUE INVENTION

The atavachron

This invention is perhaps the greatest means of escape ever created by a civilization. Through it, Captain Kirk is allowed to glimpse Sarpeidon history in a way no other human has done before.

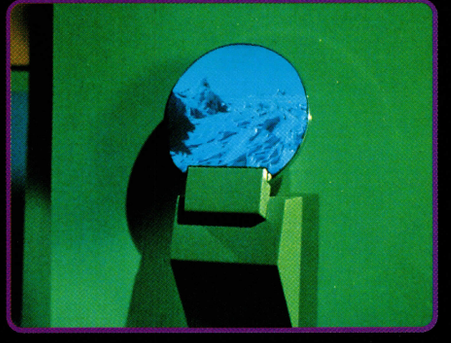
In 2266, the last being still living on Sarpeidon is the librarian, Mr Atoz. Responsible for preparing Sarpeidons to make their escape from the impending catastrophe, he supervises the extensive library and the atavachron. Information is maintained on versim disks – more than 20,000 viewer records cover Sarpeidon's history and fill the vast library.

The oldest known record of life on Sarpeidon is that of Zarabeth, a criminal dispatched from the future. Even in the dark period from which she hails, books are written that explored the possibility of alien life. Likewise, the Sarpeidons expend great effort in researching their own history, and this ability to look backward defines them, for their very survival depends on it.

Will the real Mr. Atoz please stand up? The Sarpeidons have perfected convincing android replicas, including several based on librarian Mr. Atoz.

McCoy and Spock venture through the portal of the atavachron mere moments after Captain Kirk – and find themselves in a different place altogether.

One of the devices used by library browsers to view Sarpeidon history shows the arctic wastes to which Zarabeth was dispatched.



THE PAKLEDS

OTHER GROUPS AND RACES

With their poor language skills, heavy-set features, and languid movement, the Pakleds would appear to be a non-threatening race of traders and scavengers, but their demeanour conceals a cunning and ruthless determination.

The **Pakleds** are one of the **Alpha Quadrant**'s more intriguing species. Their apparently inferior vessels and poorly-developed language skills suggest a low level of intelligence, but, in truth, this race is technologically advanced and possessed of considerable cunning.

Pakleds are characteristically heavy-set. The males are all roughly the same height and size, and have little hair; since **Starfleet** has only ever encountered males, it is not known if females share the same attributes. Another distinctive feature is the protruding flaps of skin under the eyes and lower lip. Their fleshy eyebrows hang low over their eyes, and a strange, brownish pattern is prominent on the forehead. Their uniforms are all very similar, and are made of a heavily-layered quilted material consisting of different parts, sometimes with a distinctive ornament worn on the chest.

Pakleds have many interests. Besides being traders, they are constantly looking to improve their lot. There is limited information available on Pakled culture, but the diverse range of their equipment suggests that much of their technology may have been 'borrowed' from others.

Pakled starships do not

The Pakleds forcibly detain Lt. Geordi La Forge of the U.S.S. ENTERPRISE NCC-1701-D to gain his vast engineering expertise.

The Pakleds steal technological advances from other races, thereby avoiding the delays inherent in developing their own.

PAKLED MISTAKES

Nobody is perfect

If faced with a stronger and smarter opponent, Pakleds will generally back down rather than risk losing everything. Despite their cunning, however, they can occasionally miss opportunities right under their noses. One such instance concerns the magnesite ore deposit on Kalla III, an omission for which the Ferengi Quark considers the Pakleds to be fools. The Klingon Duras sisters take advantage of this oversight and illegally mine the ore themselves.

The Pakleds are also responsible for rescuing Lt. Commander Data's android brother, Lore, who has been floating in space for two years when a trader finds him. When Lore responds to a signal compelling him to rejoin his creator, Dr. Soong, he still wears a Pakled uniform.

The Pakled uniforms are made of a heavy quilted material, consisting of several parts. Some individuals display ornaments, worn on the chest of their thick waistcoats.

Designation	Pakleds
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Government	Unknown; possibly patriarchal, given that females have yet to be encountered.
Environment	The Pakleds can function in Class-M environments.
Features	The Pakleds are traders and scavengers. Much of their technology appears to have been pilfered from other races.
Laws	Unknown, though kidnapping of alien species is not a crime.
Starship Log	STAR TREK: THE NEXT GENERATION 'Samaritan Snare'

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THE PAKLEDS

OTHER GROUPS AND RACES

The Pakleds are foolish enough to rescue Lore, Data's android twin. He is found by a PAKLED VESSEL after being transported into space by the U.S.S. ENTERPRISE NCC-1701-D.

Pakleds are rampant traders, acquiring what they desire in a variety of ways. A member of the species can be seen here in the background at an auction on space station DEEP SPACE NINE.

GALAXY FACTS

- **The Pakleds are particularly interested in weapons, notably Federation phasers.**
- **The Pakleds seek knowledge, power, and instant gratification, which leads them to steal the technology of others.**
- **The Pakled vessel *Mondor* is 'disabled' by a 'crimson force field' emitted by the *U.S.S. Enterprise NCC-1701-D*. In reality, this is a bluff.**

The auction proceeds apace, and one particular Pakled looks to improve his place in the universe by bidding. Pakleds are known to travel far from home, even though their ships only possess sublight capability. This one has traveled to DEEP SPACE NINE.

compare favourably with Starfleet ships; the basic design indicates sublight capability only. Even so, Pakleds are known to travel far from home.

Geordi La Forge is the only Starfleet engineer to have examined and repaired their guidance and power systems; he discovers that power runs through a **venturi chamber** before it is channeled into the engine coils.

Pakled ships carry very limited armaments, but their shield type is similar to that of the **Romulans**, and cannot be penetrated by a **Federation** transporter. The Pakleds possess **photon torpedoes**, but lack the technical knowledge to arm them. Various other systems are **Klingon** and **Jarada**-based, and are probably stolen.

Retro decor

The interior of their vessels look much like an analog throwback to Earth in the late 21st century. The main control room is filled with engineering control panels, many of them resting on short pedestals. There is a command chair – the only chair in the room – and a partition-like desk. All other crew members huddle around various work stations; Pakleds apparently prefer collaboration to working alone. The ceiling is low, and archways lead off into other areas of the ship.

The ***U.S.S. Enterprise NCC-1701-D*** encounters the Pakled vessel ***Mondor*** in the **Rhomboid Dronegar Sector 006** on **Stardate 42723**, after receiving a mayday on all frequencies. Starfleet database records show that previous encounters with the Pakleds have determined them to be benign – a measure of this cunning race's success in disguising their motives and level of development.

SNARING THE ENEMY

Split-second timing

In order to improve their place in the universe, the Pakleds try to obtain any technology that will allow them to go faster, or be stronger and smarter. By masking their true capabilities, the Pakleds can stage system failures – malfunctions are carefully programmed into their vessel's computer – to gain help from unsuspecting passing starships. Once they have what they are after, they can be violent in retaining it; when they do not get it, they are greedy and impatient.

Timing is crucial to these 'samaritan snares', as their traps have been dubbed. For instance, external sensors may show that the *Pakled Vessel* has only 24 hours of reserve power, which would prevent the ship from reaching the nearest repair facilities. This would require immediate assistance from a helpful passerby, and so the trap is primed.

The Pakleds are involved in an incident with the U.S.S. ENTERPRISE NCC-1701-D when they kidnap the ship's chief engineer.

Lt. Geordi La Forge waits impatiently on the Pakled bridge as the creatures truculently refuse to release him.

STARFLEET ACADEMY | PERSONNEL

STARFLEET COMMODORES

COMMODORE BARSTOW

Commodore Barstow reacts to the intense threat posed by a mysterious 'rip' in space by withdrawing all Starfleet vessels and personnel except the U.S.S. ENTERPRISE.

When the ***U.S.S. Enterprise NCC-1701*** encounters an incredibly powerful force centred on an uncharted planet in 2267, **Commodore Barstow** sends a **Red Two** message, **Code Factor One**, to **Captain Kirk**, warning of an immediate threat of invasion. Working out of **Starfleet Command**, Barstow acts decisively on the reports coming in from all over the quadrant describing the complete disruption of magnetic and gravimetric fields, timewarp distortions, and possible radiation variations; he assigns the *Enterprise* as bait for the creators of this potentially catastrophic power. Additionally, he orders the evacuation of all **Starfleet** ships and personnel within 100 parsecs of their position, showing he is a man who takes no chances. He privately admits to Captain Kirk that it will be tough without support, but he clearly indicates that he expects the *Enterprise* to carry out his orders whatever the dangers – the *Enterprise* happens to be closest, and so it is the ship that must tackle the problem. Older than Kirk, Barstow projects an air of control and cool authority in his short exchange with the captain of the *Enterprise*. With a threat of this magnitude to both Starfleet and the universe, he acts quickly on the information he has been given.

STARSHIP LOG: 'The Alternative Factor' (TOS)

COMMODORE DECKER

Commodore Matt Decker is in command of the ***U.S.S. Constellation NCC-1017*** when he encounters the deadly **planet killer** in **System L374** on **Stardate 4202**. When it consumes the planet onto which he has just evacuated his 400-strong crew, the shock affects his mind. Refusing medical treatment, Decker takes control of the ***U.S.S. Enterprise NCC-1701*** while **Captain Kirk** is temporarily marooned on the crippled *Constellation*, and nearly destroys Kirk's ship.

Commodore Decker loses his mind and seeks wreckless vengeance when the planet killer annihilates his crew.

Even in his agitated state, Decker displays a huge knowledge of **Starfleet** regulations; when **First Officer Spock** attempts to relieve him of duty by quoting **Starfleet Order 104**, sections B and C – the latter of which allows the ship's doctor to declare Decker psychologically unfit – Decker knows that this is only the case if **Dr. McCoy** can back it up with medical records.

Finally relieved of command, wracked with guilt, and consumed with thoughts of vengeance, Decker dies piloting a shuttle into the planet killer, prompting Captain Kirk to overload the engines of the *U.S.S. Constellation* and steer it into the machine, successfully stopping its dreadful progress. Kirk's log entry records that Commodore Decker died in the line of duty, trying to save others – a fitting tribute to this brave but tragic man.

STARSHIP LOG: 'The Doomsday Machine' (TOS)

COMMODORE MENDEZ

The highly experienced **Commodore Jose I. Mendez** commands ***Starbase 11*** during 2267, and also oversees the care of the recently crippled **Fleet Captain Christopher Pike**. Mendez shows an ability to be both caring and humane by not revoking Pike's active duty status, but his absolute devotion to duty as a **Starfleet** flag officer is illustrated when he brings court-martial proceedings against **First Officer Spock** of the ***U.S.S. Enterprise NCC-1701***, for taking Pike and the *Enterprise* to the only forbidden planet in the entire Galaxy: **Talos IV**. This makes him guilty of both mutiny (by locking in a course to Talos IV) and of breaking **General Order 7** by actually going there. The latter is a very serious crime, the only offense in Starfleet that is punishable by death.

An illusory Mendez presides over the **Court of Space Law** with gravity and solemnity, disliking the strange transmitted evidence that Mr. Spock claims will clear his name. No one suspects that Mendez is an image created by the **Talosians**, there to stop **Captain Kirk** from regaining control of the *Enterprise*. The real Mendez finally suspends General Order 7, clearing Spock of all charges, and allows Fleet Captain Pike to live out his life free of deformity, again showing his understanding and compassion.

An illusory Commodore Jose Mendez presides over court-martial proceedings for mutiny and violation of General Order 7. The real Commodore later clears the accused officer, Mr. Spock, of all charges, and sympathetically resolves the fate of Captain Pike.

STARSHIP LOG: 'The Menagerie', Parts I and II (TOS)

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STARFLEET COMMODORES

COMMODORE STOCKER

Commodore Stocker's speciality is the supervision of starbases, and his lack of starship experience nearly leads to disaster aboard the ***U.S.S. Enterprise NCC-1701*** in 2267. On **Stardate 3478**, Commodore Stocker is traveling to his new post on ***Starbase 10*** when all of the senior officers of the *Enterprise* are exposed to deadly radiation on **Gamma Hydra IV**. By **Stardate 3579.4**, **Captain Kirk** is so badly affected by an accelerated ageing disease that Commodore Stocker must convene an extraordinary competency hearing in order to countermand Kirk's wishes to stay in orbit until a cure is found. The captain is relieved of command and, as no other senior officers are fit, Stocker reluctantly takes control. Believing the facilities on *Starbase 10* to be far superior to those of the *Enterprise*, Stocker orders a direct course to the facility at **warp 5** in an attempt to save the increasingly weak officers. In order to do this, he takes the *Enterprise* into the **Romulan Neutral Zone**, quickly coming under fire. Stocker is a highly experienced officer, but not on a starship – he later admits that he was out of his depth, and that only the dramatic recovery of Captain Kirk saved the *Enterprise*.

Commodore Stocker is being delivered to his new command post, STARBASE 10, by the U.S.S. ENTERPRISE NCC-1701.

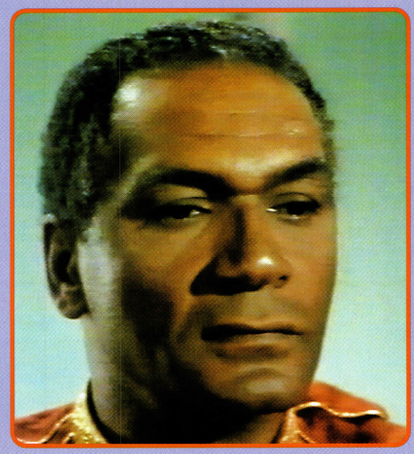
The strain of starship command wears on Commodore Stocker as he orders the ship to violate the Romulan Neutral Zone, risking a dangerous confrontation.

STARSHIP LOG: 'The Deadly Years' [TOS]

COMMODORE STONE

As commander of ***Starbase 11***, this experienced and decorated ex-starship captain finds himself torn between protecting the good name of **Starfleet** and his friendship with **Captain James Kirk** when the ***U.S.S. Enterprise NCC-1701*** arrives heavily damaged, and with **Records Officer Ben Finney** dead, after a severe ion storm on **Stardate 2947**. Stone is required to examine the details of the accident, and in doing so discovers that Kirk's version of events differs from the *Enterprise*'s computer. Confining Kirk to base, it is Stone's duty to investigate charges of perjury and culpable negligence. Did his friend deliberately cause Finney's death?

Realizing the effect this could have on Starfleet, Stone tries to bury the matter by offering Kirk a permanent ground assignment based on his physical and mental breakdown, but Kirk angrily demands a full court-martial to clear his name. Stone reluctantly convenes one, even though no starship captain has ever stood trial; the whole situation is potentially damaging to the service. Stone relentlessly pursues the truth until it is discovered that Finney faked his own death in order to get revenge on Kirk for reporting an error Finney made years ago. The court is adjourned, and the captain absolved of blame.



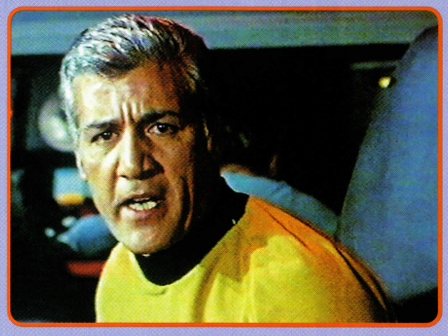
Commodore Stone is a friend to Captain Kirk, and does all he can to help the accused officer.

STARSHIP LOG: 'Court Martial' [TOS]

COMMODORE WESLEY

On **Stardate 4729**, **Commodore Bob Wesley** participates in the trials of **Richard Daystrom**'s **M-5 multitronic unit** when it is installed aboard the ***U.S.S. Enterprise NCC-1701***. His good friend, **Captain James Kirk**, is doubtful, but Wesley believes that 2268 may see the end of crewed vessels. From the ***U.S.S. Lexington NCC-1709***, Wesley actively participates in wargame trials of the M-5 after monitoring its handling of various standard duties. When he sends his congratulations to 'Captain Dunsal' instead of Captain Kirk, his use of this old naval midshipman's term for a useless part reveals his hopes for the unit and the background the two men share.

It is their relationship, and Wesley's huge experience, which manages to avert disaster when the M-5 unit malfunctions, destroying the automatic freighter ***U.S.S. Wogan*** and then firing on the ***U.S.S. Lexington***, ***U.S.S. Excalibur***, ***U.S.S. Hood***, and ***U.S.S. Potemkin***, killing 53 people. Although authorized by **Starfleet Command** to use "all measures available" to destroy the *Enterprise*, this dedicated commander realizes that something is wrong when he sees the ship dead in space – a deliberate act by Kirk, gambling on the commodore's humanity. Wesley cancels the attack, proving that the human element cannot be replaced.



Excited by the potential of the M-5 multitronic unit, Commodore Wesley orders wargame trials involving the U.S.S. ENTERPRISE, against the better judgment of his old friend, James Kirk.

Commodore Wesley provides the 'human element' that a computer cannot replace when he defies Starfleet orders to attack the U.S.S. ENTERPRISE because of simple intuition that something is wrong – a feeling on which his friend, Captain Kirk, is banking.

STARSHIP LOG: 'The Ultimate Computer' [TOS]

SHIP:
U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:
MASTER SYSTEMS DISPLAY

BRIEFING:
FUNCTION

The Main Engineering section of a ***Galaxy***-class starship, located on Decks 10 and 11, can be used to control any of the command functions of the ship, when necessary. In the event that the main bridge or battle bridge should fail, for example, the ship's controls can be picked up from here. The **master systems display** of the ***U.S.S. Enterprise NCC-1701-D*** serves as the heart of Main Engineering; from this console, the overall condition of the starship can be monitored by the engineers at all times.

Master efficiency

The master systems display is set in a prominent central position within Main Engineering, emphasizing the important functions of this console. The actual system can be dual-operated, as it is made up of two small work stations. This allows individual duty engineers to efficiently work on their separate tasks simultaneously, while leaving the larger wall display units within Main Engineering free for the rest of the engineering staff to use. In an emergency situation, the master systems display console can be reconfigured to take command of the flight control functions of the starship.

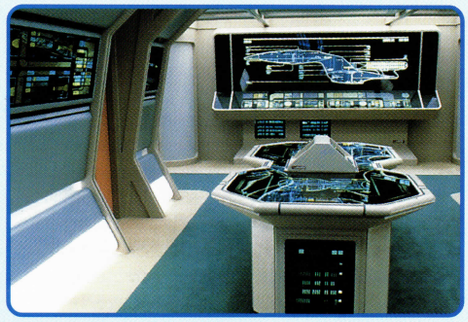
The master display systems console is shaped like a large table, rather than the usual wall-mounted engineering console panels, and is comprised of two octagonal shaped sections that distinguish its two separate work stations. These two stations are divided by a raised control panel in the centre of the master systems display.

Versatile controls

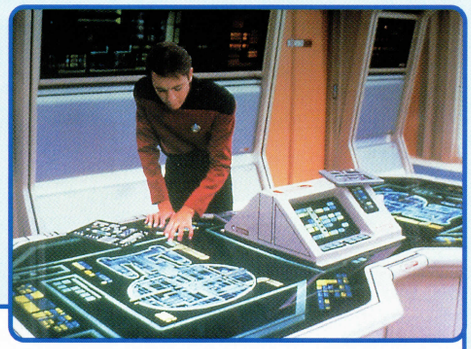
The console's control functions are extremely versatile; they provide complete diagnostical information and diagrams concerning the general working order of the starship, and the system can also be used to control and oversee any experimental procedures that may be carried out on board. In the event of an extreme emergency, the master systems display can also be used to activate the auto-destruct sequence of the starship, although this can be initiated only by the ship's two most senior officers, not by the engineering staff.

Emergency commands

In 2364, the *Enterprise*'s antimatter containment field is sabotaged by the **Bynars**, resulting in the evacuation of all ship's personnel; only **Captain Picard** and **Commander Riker**



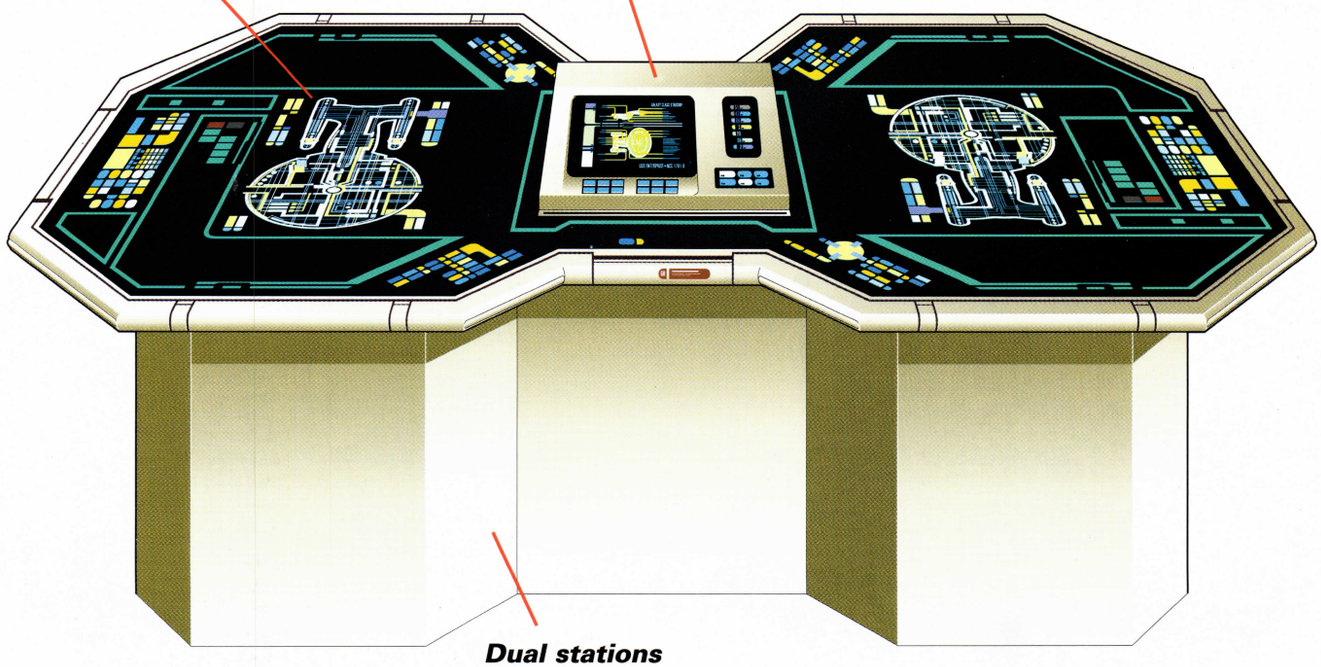
The octagonal master systems display work station on a GALAXY-class starship operates as the heart of engineering. It provides the engineers with all the information they need on the condition of the ship.



In 2367, Wesley Crusher carries out his own warp field experiments from the master systems display, inadvertantly creating a static warp bubble. Fortunately, the Traveler helps remedy the situation.

Complete information
The master systems display can provide the engineering personnel with complete information on the overall condition of all ship's systems.

Identification
The raised control console in the centre of the master systems display can be used for emergency commands such as the autodestruct sequence. The console can identify the handprints of the two most senior officers.



Dual stations
The table-top console is divided into two octagonal work stations, allowing two engineers to work on their separate duties at the same time.

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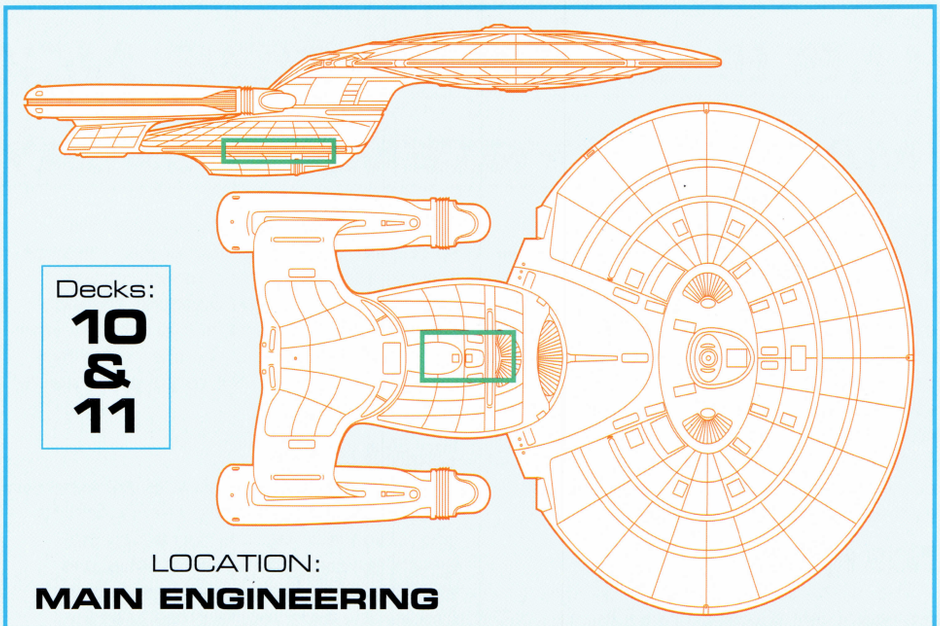
remain on board. To prevent the ship falling into enemy hands – and as they are unable to access the bridge – the two officers head for Engineering and use the master systems display to activate the autodestruct sequence. The raised control panel on the console must first identify the hand imprints of both officers, and the sequence is then voice-activated. Once the countdown has started, it can be stopped only by using the bridge controls.

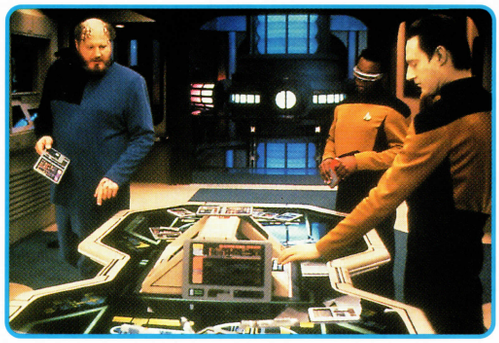
Pioneering experiments

On **Stardate 44161**, the master systems display is used as the central work station to oversee the pioneering warp experiment of a **Starfleet** propulsion specialist, **Kosinski**. With the influence of an alien being called the **Traveler**, this results in the *Enterprise* being thrown millions of light years into the unexplored **Galaxy M33**. **Wesley Crusher** uses the master systems display workstation for his own experiments, based upon Kosinski's warp field equations, on **Stardate 44161**. The result is the creation of a static warp bubble.

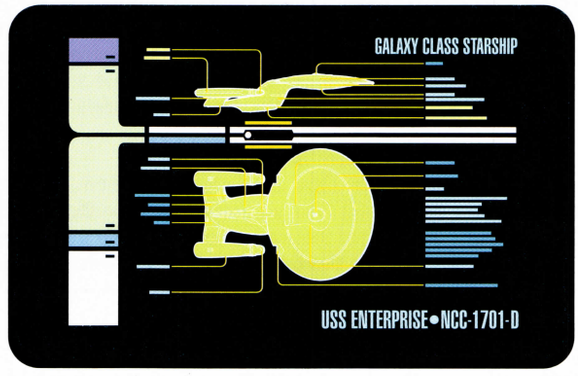


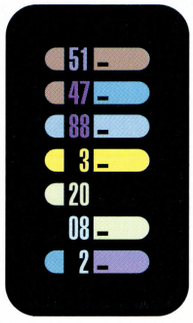
Decks: **10 & 11**

LOCATION:
MAIN ENGINEERING



In 2367, a Kaelon scientist named Dr. Timicin comes on board the U.S.S. ENTERPRISE to guide an experiment that uses a helium ignition process; he hopes to extend the life of his home system's star. Timicin is assisted by Data and La Forge from the master systems display.



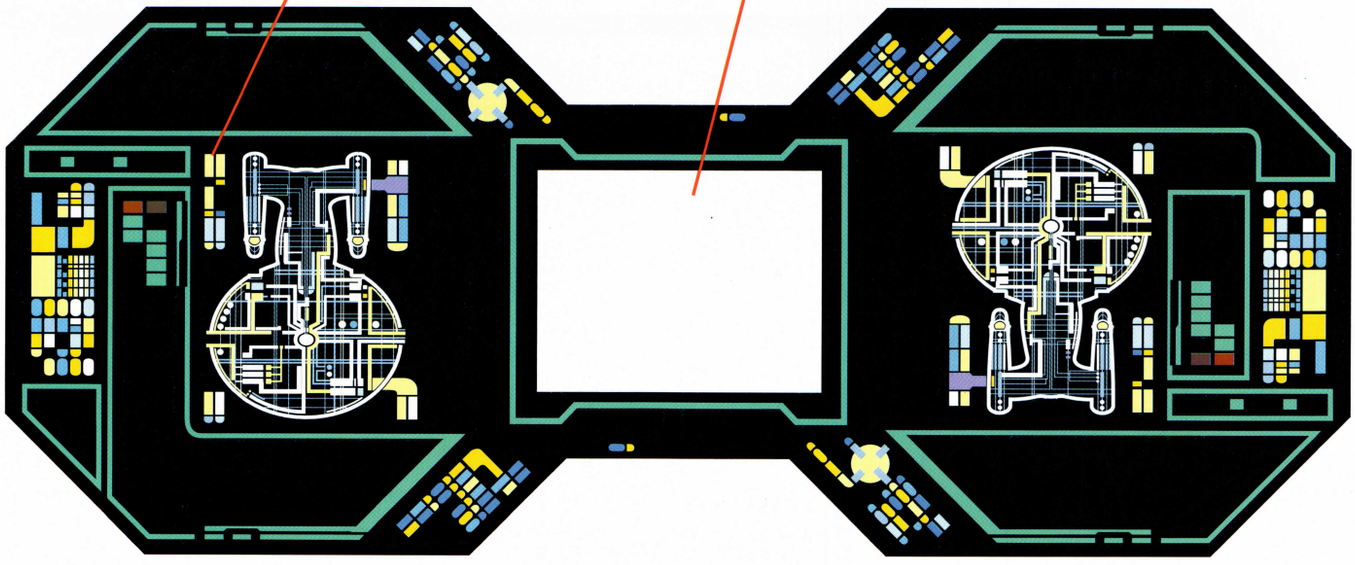


Master controls

The master display system work station contains the controls for conn, ops, tactical, and other command functions of the starship should the need arise.

Activation

The master display system console has touch sensitive controls, but some commands can be voice activated.



Worf and Dax: Courtship

Lt. Commander Worf's strict adherence to **Klingon** custom and tradition does not always extend to his love life, as his passionate romance with a decidedly unconventional **Trill**, **Jadzia Dax**, proves.

Worf is always mindful of his duties while serving on space station ***Deep Space Nine***. He is a serious, hardworking individual, whose work leaves little time for romantic interests. Because Worf honors **Klingon** values, it rarely occurs to him to seek a mating with a non-Klingon female, but, ironically, it is his pursuit of an unobtainable Klingon woman that leads to his relationship with **Science Officer Jadzia Dax**, a joined **Trill** serving alongside him on *Deep Space Nine*.

Grilka's suitors

In 2373 a stunning Klingon woman named **Grilka** comes to *Deep Space Nine* to meet with her former husband, the **Ferengi Quark**. Worf attempts to woo Grilka, but is rebuffed because his house is dishonored. Quark approaches Worf for assistance in seducing Grilka for himself, and, to prove he knows what a Klingon woman wants, Worf assists the Ferengi. Dax, an impish individual with a decided predilection for the unusual, helps the unlikely pair.

Unexpected romance

From Dax's actions, it is clear she has developed an attraction to Worf, who remains oblivious to her flirtatious remarks.

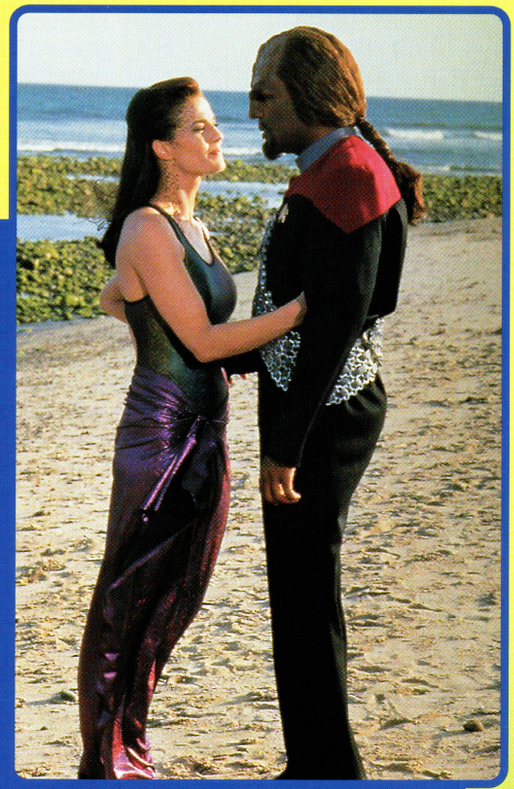
Her interest in Worf perhaps began when they embarked on a quest in 2371 with **Klingon Dahar Master Kor**, to search for the sword of **Kahless the Unforgettable** in the **Gamma Quadrant**. During their quest, Worf bares his soul to Dax: as a child, he was made to feel like an outsider among his people; therefore, in adult life, he has gone to great lengths to be thought of as a 'true' Klingon. This insight into Worf's psyche stimulates Dax's feelings; by the time Grilka arrives on *Deep Space Nine*, Dax is certainly interested in pursuing a relationship with Worf.

The moment of enlightenment for Worf arrives when he and Dax

WORF AND DAX IN LOVE

THE START OF THE ROMANCE: Worf only realizes that Jadzia Dax is flirting with him when he is rejected by the Klingon female, Grilka. The couple consummate their relationship after taking part in a holodeck reenactment involving the Klingon heroes, Kahless and Lukara.

PREVIOUS RELATIONSHIPS: Worf enjoyed past relationships with Deanna Troi and K'Ehleyr, the mother of his child, but both stopped some way short of marriage. By contrast, the Dax symbiont has already been married five times.

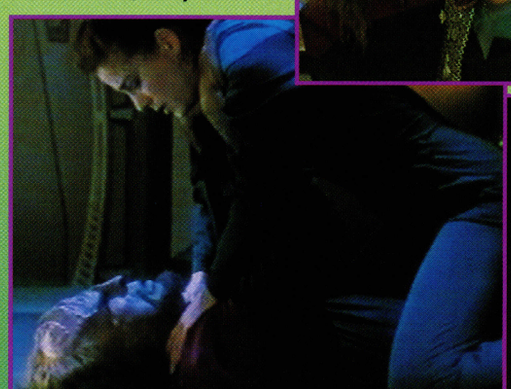


When Dax persuades Worf to join her for a holiday on the pleasure planet of Risa, the Klingon at first finds it difficult to accept his partner's unabashed sensuality. Eventually Worf is persuaded to let his hair down and take advantage of Risa's beautiful, highly romantic beaches.

WORF MEETS HIS MATCH

★ Passionate

In a holosuite, Worf and Dax reenact the lusty battle between Kahless and his wife, Lady Lukara.



★ Rebuffed

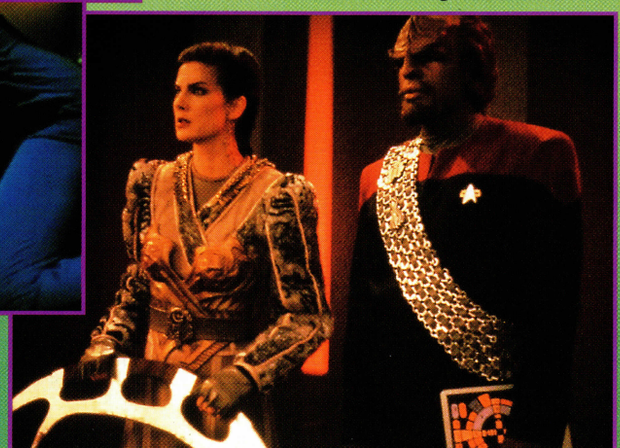
Grilka is not interested in any kind of romance with Worf because of his family's dishonor. He turns his attentions to Jadzia Dax.

★ Flirting

It takes Worf quite a while to realize that Dax greatly enjoys teasing her new lover.

★ Bat'leth

Dax is almost as adept as Worf at wielding the Klingon bat'leth.



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Worf and Dax: Courtship

Cross words

Worf and Dax strongly disagree on the best way to restore Martok's fighting spirit.

True love

Jadzia Dax is quite happy to live the single life ... until Worf walks into her life and she falls in love.

help Quark reenact the romantic battle fought by **Kahless** and **Lady Lukara**. While Quark gains Grilka's interest, tension builds between Worf and Dax, and they too reenact the battle. Overcome with blood lust and passion, the pair finally realize their mutual attraction, and become lovers soon after.

If they followed Klingon tradition precisely, Worf and Dax should marry after mating. But Dax isn't interested in marriage and Worf, she points out, is hardly a traditional Klingon. The two agree to take their relationship one day at a time.

Due to the experiences of her past hosts with Klingons, Dax is comfortable with Klingon culture. She and Worf enjoy Klingon opera, though they disagree on which singers are better. She expertly wields a **bat'leth**, and can hold her own when fighting Worf, both physically and verbally.

Worf enjoys Dax's fighting prowess and quick mind, but is uneasy with her Ferengi friendships and pursuit of mischief and gossip. For her part, Dax enjoys the physical tussle a relationship with a Klingon requires. She likes to tease a smile from the severe Worf, and her playfulness is a good match for his serious manner.

Dax prefers to relax on the pleasure planet **Risa**, while Worf considers a grueling mountain trek to be a perfect vacation. On the sole occasion Worf accompanies Dax to Risa, he has a difficult time accepting pleasure and relaxation simply for the fun of it, but eventually he lets some of his reservations drop and goes skinny-dipping with her.

Love during wartime

The courtship between Worf and Dax begins during the tensions between the Federation and the Klingons. When Worf is sent into the Gamma Quadrant on a dangerous mission, Dax doesn't make a scene that might embarrass him. Instead, she takes his Klingon operas and threatens to lose them if he doesn't come home safely. Though it appears she may lose Worf if *Deep Space Nine* is forced to permanently close the wormhole, Dax maintains her professional attitude to the job at hand.

When Worf is invited by the Klingon **General Martok** to join the crew of the ***I.K.S. Rotarran*** as his first officer, Dax takes time off and joins the *Rotarran* as science officer, hoping to enjoy an adventure with Worf. Continuous defeats at the hands of the **Dominion** make the *Rotarran* crew volatile, and Dax communicates the situation to Worf. He is loyal to Martok, and the two lovers quarrel over how to handle the situation. Eventually, Worf and Dax find a way to inspire the *Rotarran* crew and restore Martok's fighting spirit.

A station wedding

When the **Federation** is forced to abandon *Deep Space Nine* to the Dominion, and Worf is again assigned to Martok's ship, Dax knows it could be a long time before they see each other again. She tells Worf that she wants to marry him; he is surprised, but pleased. Dax points out that by waiting until the war is over to marry, Worf will be motivated to survive and so will she. Active warfare prolongs their courtship, however, making their meetings few and far between.

Worf is obsessed with having a traditional wedding on the Klingon homeworld after the war, and Dax complies. Sometimes, when they see each after a long separation,

> "I can see that our lives together will not be easy."
>
> — Worf to Dax

The ROTARRAN

Dax joins Worf on Martok's ship, the I.K.S. ROTARRAN, and serves as acting science officer.

the only thing Worf can talk about is wedding detail. Upon learning that Worf's son, **Alexander**, is being assigned to the ***Klingon Battle Cruiser Ya'Vang***, Dax suggests they marry immediately so Alexander can participate. The war is likely to be protracted, and she fears Alexander might not survive to celebrate with them. Worf relents: the traditional ceremony will be held in **Quark's bar**.

Just before their wedding, Dax becomes infuriated at the demands Klingon tradition places on the bride, and she refuses to be married in Klingon fashion. Worf angrily responds that he will not marry her at all. **Captain Sisko** finally resolves the dispute to the couple's mutual satisfaction, and Worf marries Dax in a colorful ceremony following all the traditional Klingon rituals.

A KLINGON WEDDING

Sirella presides

Worf is forced to abandon the idea of marrying Dax on the Klingon homeworld, but their wedding in Quark's bar still follows age-old tradition. Once Martok's wife, Sirella, joins the lovers together, Worf's male friends symbolically attack the newlyweds with Ma'Staka clubs; a direct reference to the wedding of Kahless and Lady Lukara.

Two hearts

During the wedding, Worf and Dax parry each other's bat'leth attacks to show they are equals who, together, cannot be defeated.

Kal'Kyah

Worf asks his closest male friends to join him for this Klingon pre-wedding ritual.

SEE OTHER FILES...
THE CARDASSIAN UNION ....File 13
FERENGI PERSONNEL .....File 51
STAR TREK: DEEP SPACE NINE.....File 70

Natima Lang

The petite figure of Professor Natima Lang embodies a powerful tide of political views and revolutionary ideas. The Cardassian Central Command and even the Obsidian Order consider her to be a dangerous political threat.

There are few individuals as politically dangerous to the **Cardassian Union** as **Natima Lang**.

Natima first became known to the **Federation** while working as a correspondent for the **Cardassian** information service; she was stationed on ***Terok Nor*** before it became the Federation station ***Deep Space Nine***. At this time, **Cardassia** was nearing the end of its violent period of expansion; within a few short years, the historic treaty with the Federation would be signed.

During her time on the station, Natima enjoyed a brief relationship with the **Ferengi Quark**; although it lasted only a month, the romance had a profound effect on her. She was drawn to Quark after she learned that he was selling food to the **Bajorans** during the Cardassian occupation of **Bajor** at only a small profit; his relatively altruistic behavior gained the liberal Natima's respect.

This unlikely pair found themselves falling in love against all odds. But, when Natima discovered that Quark was using her access code to steal money from the communication service, their relationship ended abruptly. Despite feeling betrayed, she chose to leave *Terok Nor* instead of turning Quark over to authorities, and she still considers their time together the happiest month of her life. Quark remains equally in love with her.

Dangerous views

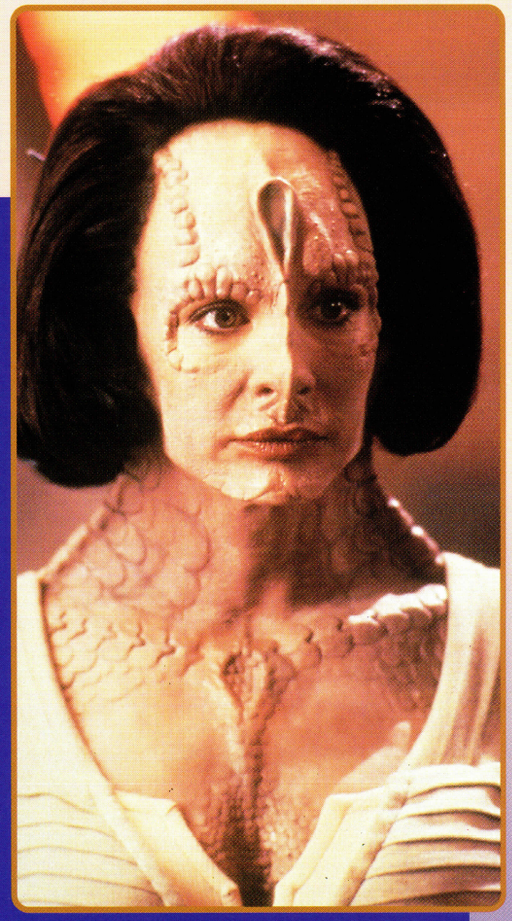
Cardassian women are considered equal to men in their society, and, by 2370, Natima is a renowned academic, a professor of political ethics. Teaching is one of her dreams, and she considers sharing her knowledge with others to be a way to make a better world. Yet it is these very ideals that eventually draw the attention of the Cardassian military to her radical political views.

Natima's effort to return Cardassia to a society free of oppression becomes her most important mission. She, like her compatriots, wants a better future for all Cardassians, but she hopes for one that is based on non-violence, and dreams of a return to democracy.

Natima's life is centered around her work. She applies herself diligently to her role as a professor, winning many admirers in the process. But she also

PROFILE ON NATIMA LANG

NAME: Natima Lang
LIFE FORM: Cardassian female
AGE: Unknown
RESIDES: The Alpha Quadrant
POSITION: Professor of political ethics
CURRENT STATUS: On the run from the Cardassian authorities.
ENEMIES: The Cardassian Central Command and the Obsidian Order.
REMARKS: Natima wants a Cardassian society free of oppression, and she advocates the removal of the military from government. This has brought her to the attention of the Central Command.
FIRST SEEN: 'Profit and Loss' [DS9]



Natima Lang is a strong-willed and imposing Cardassian woman, despite her small stature. She passionately believes that one day Cardassia will embrace a non-violent future.

PAST BETRAYALS REPAID

Distrust

In the past, Quark deceived Natima. When they are reunited on the space station DEEP SPACE NINE in 2369, the Cardassian is initially cold toward her former lover.

Rekindled

Eventually, after nearly injuring Quark, Natima softens toward the Ferengi, and the two rekindle the sparks of their past relationship.

Admirers

Natima's passionate beliefs have inspired great admiration among many Cardassians.

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Natima Lang

"I'm not alone. I have my students ... my dreams of a better Cardassia." — Natima Lang

gains enemies – notably the **Cardassian Central Command** and the **Obsidian Order** – who will do anything to bring her down. Natima is well aware that her life s at risk because of her views, but feels it is important for her to express her ideas to as many students as possible. When the threats from the Cardassian military become too dangerous for Natima to stay on the planet, she and two of her star pupils, **Hogue** and **Rekelen**, flee to *Deep Space Nine*. The students are extremely loyal to Lang and her mission.

Natima is strong-willed and determined, and will do almost anything to get her way. She is capable of lying and using threats of violence as a means to that end, but she is not without a conscience, and has been known to seek forgiveness for her more violent actions. It is the combination of these two qualities that define Natima's character when she returns to *Deep Space Nine* in 2370.

But Natima's single-mindedness comes at a price. It holds sway even over her personal life, to the extent that she excludes long-term intimate relationships. There has not been a special man in her life since Quark, and though she is not initially pleased to see him, her heart soon softens.

Lasting love

Quark has remained equally fond of Natima; she is a beautiful woman who carries herself with great style, as evidenced by her fine civilian wardrobe – quite a contrast to the usual drab colors favored by Cardassians.

Natima does not particularly need Quark's help; she is capable of looking after herself. Besides being well educated, and respected as a professor, Natima is a capable pilot of small Cardassian vessels. Her skill on one occasion saves her life, when she outruns an attacking Cardassian warship, even though her vessel takes some direct hits, but she is less skilled in the use of small arms such as **phasers**.

The Cardassian Union considers Natima a terrorist, and eventually she is sentenced to death. Luckily, she escapes *Deep Space Nine* with the help of Quark and chief of security **Odo**. Her fate among the many unheavals that have transpired on Cardassia in the years since is unclear, as is her current base of operations. When she leaves the station, Natima is certain that Quark will wait for her on *Deep Space Nine*, until the day Cardassia again becomes a free and democratic society.

Only then will Natima's mission of peace be complete, and will she be at last free to pursue the personal dreams that her intense loyalty to the cause of right and freedom has denied her over the years.

★ **Loyal students**
Natima's teachings earn her many loyal followers among her fellow Cardassians.

★ **Political targets**
The ethical professor and her students are considered a threat by the Cardassian government.

LOVE BLOSSOMS

Recalling a sweet moment

Natima and Quark spent a very memorable moment together when Quark installed his first holosuite. The program was a picnic on Rhymus Major; against the two suns, the sound of the waterfall, and the whisper of flitterbird wings, Quark painted Natima's face with honey. In that moment of bliss, a beautiful Mordian butterfly planted itself on her nose.

▶ **Separation**
Natima and Quark are pleased to discover that, despite their seven year estrangement, the passion they once felt for each other has not diminished.

◀ **Bittersweet**
Natima still cherishes her past relationship, despite its painful conclusion.

▼ **Unlikely pair**
Natima's soft spot is her neck; Quark's is his lobes.

Etana Jol

A cold, ruthless operative, skilled at concealing her true intentions, **Etana Jol** is a dangerous advocate of **Ktarian** expansion through psychotropic addiction.

SEE OTHER FILES...
OTHER GROUPS & RACES ....FILE 18
STARFLEET PERSONNEL.....FILE 43
WEAPONS.....FILE 60
STAR TREK: THE NEXT GENERATION.....FILE 69

Manipulative almost beyond measure, **Etana Jol** can and will do whatever it takes to carry out her mission. When duty calls, Etana can produce extraordinary charm if she believes it will serve her purpose as a **Ktarian** operative.

Possessed of considerable beauty, Etana can look dazzling when she chooses. Her cat-like eyes are entreating as they dance around the room, and her long, curly red hair seems alive with energy, perfectly reflecting the vibrancy of her face and the fun-loving personality she projects. Etana's skull is shaped such that she has two rounded lumps on her forehead, and her hair comes to a widow's peak at their apex.

Play acting

When 'on the job' Etana can dress very provocatively. During a date with **Commander Riker** of the ***U.S.S. Enterprise NCC-1701-D***, she wears a revealing black lace halter-top dress, which, although long, has several slits from the base to the top of the thigh, displaying her legs to their best advantage.

Etana's demeanor can be incredibly playful and sprite-like when she wishes it. Teasing and frolicsome, she can be great fun and is no doubt an incredible date. But her romping about the room is nothing more than an audacious display of feminine wiles, designed to serve the nefarious purposes of her race.

While Commander Riker is vacationing on the **Federation** pleasure planet **Risa**, he and Etana Jol have the pleasure of spending some recreational time

PROFILE ON ETANA JOL

NAME: Etana Jol
LIFE FORM: Ktarian female
OCCUPATION: Operative involved in the Ktarian expansion.
MODE OF OPERATION: Assumption of innocuous and seductive role to introduce the game to potential conquests.
BASED ON: Federation pleasure planet Risa.
AMOURS: Commander Riker
FIRST SEEN: 'The Game' [TNG]

Etana Jol is a very clever operator. A Ktarian agent, she assumes the guise of a Risa good-time girl specifically to bring Commander Riker under the influence of the psychotropically-addictive game, and facilitate the takeover of the U.S.S. ENTERPRISE.

ADDICTIVE STUFF

★ **Play begins**
Etana Jol plays the frolicking temptress to introduce Commander Riker to the game.

★ **Pleasure overload**
The first officer of the U.S.S ENTERPRISE NCC-1701-D finds himself hooked on the pleasurable sensations experienced while playing the game.

★ **Commander's holiday**
Commander Riker finds Etana an alluring distraction during shore leave on the famed Risa.

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Etana Jol

Revealed
Etana Jol reveals her true, cold nature – a far cry from the role she played on Risa.

The playing field
Pleasure is gained simply from willing the game disks into the funnels.

together. She plays hide and seek with him, chasing him around the room, jumping on his back, and even daring to swipe his comm badge from his bathrobe. When he demands it back, she tosses it gingerly out the window with an impish giggle.

Hidden agenda

This frolicking behavior, perhaps inevitably, reaches its conclusion on the bed. Just as things are about to become interesting, Etana breaks the mood slightly to introduce Riker to a new game that everyone is playing. She offhandedly places it on his head with playful giggles, and tells him to keep his eyes open and let the game do its thing. "Just relax," she instructs, watching hawkishly for his reaction to the pleasures afforded by the game.

The game is simple, creating a screen directly linked to the optic nerve. The player is able to play on a holographic game board on which funnel cones and flying disks appear. Just by relaxing, the disks that appear on the screen before one's eyes are made to slip into the cone, producing an immediate surge of pleasure. Riker's attention quickly shifts from Etana, in whom he has so far been absorbed, and who leers through the playing field at him, to the game.

Etana proves to be a cunning operative as the addictive quality of the game is slowly revealed. Players enjoy the device so much they want to share it with all their friends; indeed, it becomes imperative to them that everyone share their experience. As it is easily replicable, the entire crew of the *U.S.S. Enterprise* is soon engrossed.

Not only psychotropically addictive but also capable of affecting the reasoning center of the brain, the game quickly begins to have a broad influence over those who play it, prompting them to take actions contrary to their duty and nature. It also appears to inform victims of their role in the Ktarian expansion, though this may be due to Etana passing the information to Commander Riker, who then disseminates it among the affected *Enterprise* crew members. If it were not for the suspicious nature of **Ensign Robin Lefler** and the visiting **Wesley Crusher**, Etana Jol might have succeeded in taking over the ship.

Etana comes unstuck

Etana follows closely behind the *Enterprise* in a small Ktarian ship, waiting for the game to spread to every member of the crew. Once a player is thoroughly engrossed, Etana is able to effectively control them and mastermind their actions aboard ship. She promptly has **Data** deactivated, aware that the game will not work on the android, but she does not anticipate Wesley Crusher's keen observational skills and questioning mind.

The Ktarians are clearly well-informed about their targets. When **Captain Picard** contacts Etana to update her on the situation, she knows the bridge officers by name, and provides detailed instructions on their next movements: Commander Riker will pilot a shuttle to rendezvous with the ***U.S.S. Endeavour***, while **Geordi La Forge** and **Counselor Troi** will go to ***Starbase 67***, each to distribute the game further. Wesley Crusher can even introduce it to **Starfleet Academy**.

End game

When the plot is uncovered and the effects of the game nullified, a very different Etana Jol appears on the viewscreen of the *Enterprise*. Outraged and insisting on an explanation for the tractor beam placed on her ship, she is utterly different from the coy good-time girl Riker encountered on Risa. This time, Etana is a cold Ktarian agent – demanding, intelligent, and unrelenting in her execution of the Ktarian expansion. Her hair is pulled back tight, and her face is stern, devoid of the impish beauty that shone from it on Risa.

The Katarian plot is foiled, and Etana is taken into custody by the Federation. Her fate is unknown.

"The Ktarians commend your efforts, Picard. When the expansion is complete ... you and your crew will be rewarded."
— Etana Jol

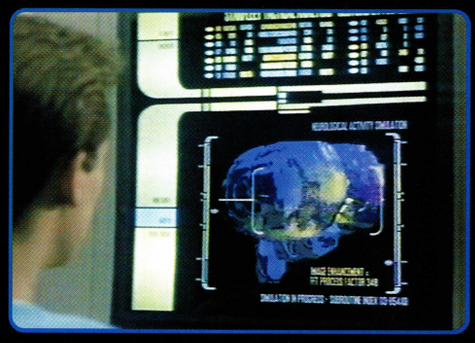
DANGEROUS GAMES

An investigation into addiction

Unwilling to play a game that causes such odd behavior without knowing more about it, Wesley Crusher, on vacation from Starfleet Academy, enlists his new friend, Ensign Robin Lefler, to help him study the effects of the game. Upon realizing how psychotropically addictive it is – it affects the prefrontal cortex, responsible for the brain's higher reasoning – Wesley and Robin take desperate measures to avoid it, only to be physically forced to play by those already under its influence. Fortunately, Wesley has already reactivated Lt. Commander Data, who devises a method of countering the effects of the game.

A mystery
Unnerved by the rampant popularity of this new game, Starfleet Cadet Wesley Crusher and Ensign Robin Lefler decide to investigate its effects via a computer simulation.

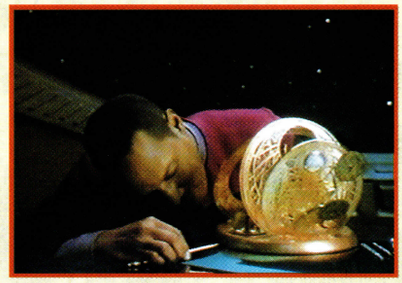
Alarm bells
Wesley realizes that the game is psychotropically addictive – it acts on the brain's higher reasoning center to render the subject open to suggestion, and instructs them to aid the cause of the Ktarians.



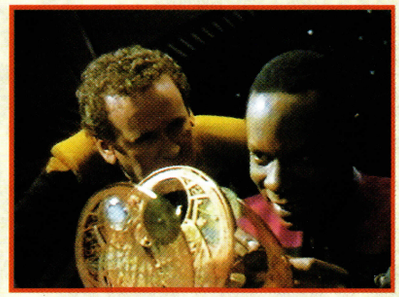
Effects
Commander Riker is the first of the U.S.S. ENTERPRISE crew to fall under the influence of the Ktarian game. He methodically distributes the game headsets among his crewmates.

The Saltah'na Clock

A telepathic matrix contained within the Saltah'na energy spheres acts on life forms with whom it comes into contact, causing them to reenact the struggle that destroyed the ancient race. A bizarre side-effect experienced by Commander Sisko is the obsessive urge to construct a beautiful and ornate timepiece.



Designs for the Saltah'na clock are somehow relayed to Commander Sisko, leading him to work obsessively until it is constructed.



Chief O'Brien is alarmed by Benjamin Sisko's feverish work. The station commander creates his own set of blueprints – working with a drawing board, pen, and set square – and then proceeds to construct the clock from these plans.

On **Stardate 46922**, while allegedly conducting a routine biosurvey of the **Gamma Quadrant**, the **Klingon** vessel ***I.K.S. Toh'Kaht*** retrieves a number of mysterious receptacles. These store a record, in telepathic form, of the power struggle within the now-extinct **Saltah'na** race.

This dangerous energy matrix spreads to the ship's crew within days, causing them to reenact the bloody internal fighting that eventually destroyed the Saltah'na; soon, the Klingon vessel is also destroyed. **First Officer Hon'Tihl** manages to beam aboard the **Federation** station ***Deep Space Nine*** just before he dies, and, in so doing, unknowingly passes the lethal matrix on to the station's crew.

Clocking on

The influence of the matrix splits the station personnel into two paranoid and violent factions. Even more strange is that the station's commander, **Benjamin Sisko**, becomes obsessed with building a **Saltah'na clock**, a thing of elegance and beauty. It is not clear exactly why Commander Sisko has the structure of the clock relayed to him, but it is obvious that at least some elements of the Saltah'na culture, as well as the race's more hostile feelings, are stored in the energy matrix.

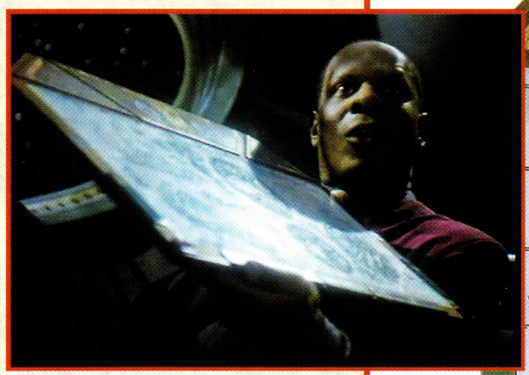
At first, Sisko works on a drawing board with a pen and set square. He spends many meticulous hours concentrating on the technical schematic of the clock's extraordinary mechanism, effectively creating his own blueprint. When he begins to assemble the clock, its exquisite design becomes evident, and the complexity of his hand-rendered efforts are seen to full effect.

The clock can be broken up into a number of main components. Primarily, there is its heavy, circular, gold base, which features a delicately etched pattern around its surface. Measuring about half a meter in diameter, it has four parallel slots carved into the top, into which raised circular sections are placed at an angle. There are also two holes, one twice the size of the other, into which drop individual rotating mechanisms that are powered from inside the base.

Power source

No visible exterior energy source or power pack is present; it would appear that the working mechanism is built into the base and activated by a narrow key that slots into the side of this section, directly under the smaller circular mechanism. When activated, this smaller disk rotates clockwise within the base.

The four raised circular sections differ in both size and design, but

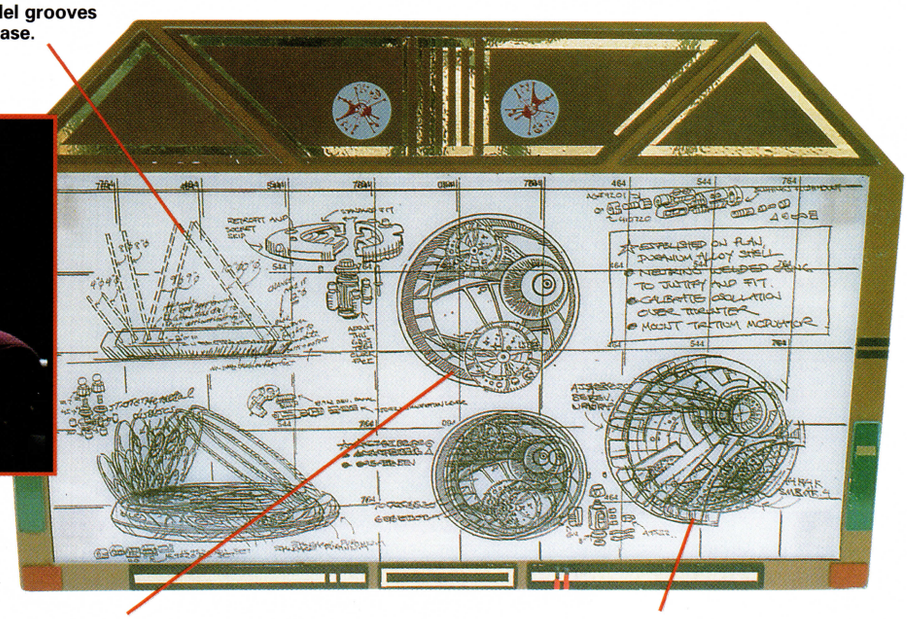


The blueprints are finished; the real work can begin. His feverish pursuit aside, Sisko is thrown into a power struggle with his first officer, Major Kira, as they reenact the divisions and paranoia that long ago destroyed the Saltah'na.

BLUEPRINTS

Drawing board Under the influence of the **Saltah'na energy spheres**, **Commander Benjamin Sisko** works with pen and set square to fashion these blueprints.

Raised and angled circular sections sit in parallel grooves in the base.



The heavy, circular, gold base is finely etched with patterns, and contains two rotating circular mechanisms.

An aerial aspect shows how the four circular sections that rise from the base fan out.

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The Saltah'na Clock

are constructed from the same gold-colored metal. They consist of very finely-wrought frameworks, through which can be seen the moving parts and other elements of the clock. The largest raised section is at the front, and has a concentric oval cut out of it. Resting back from the front of the base, it forms an apex with the second circular section, which leans forward from the middle toward the front.

Both the second part and the small fourth section, which leans back toward the rear of the base, have disklike elements set into their circumference. As these elements rotate at a different rate than the others, it suggests that they fulfill some kind of astronomical function, possibly displaying the movement of planetary bodies around the long-dead homeworld of the Saltah'na.

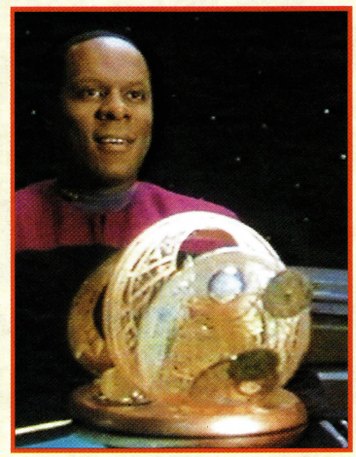
One of the most striking elements of the clock is its pendulum, which swings from a free-standing ribbed needle situated on the largest circular element rising from the base. It can be accessed through the front raised section or from behind, and is set in motion by a simple flick of the finger. The pendulum makes a gentle ticking sound, much like a metronome, and its rapid action completes two cycles per second.

Revolutionary design

The smaller rotating circular element can be set in motion by inserting the key in the side of the base. It completes one full rotation for every eight ticks, or roughly one revolution every four seconds.

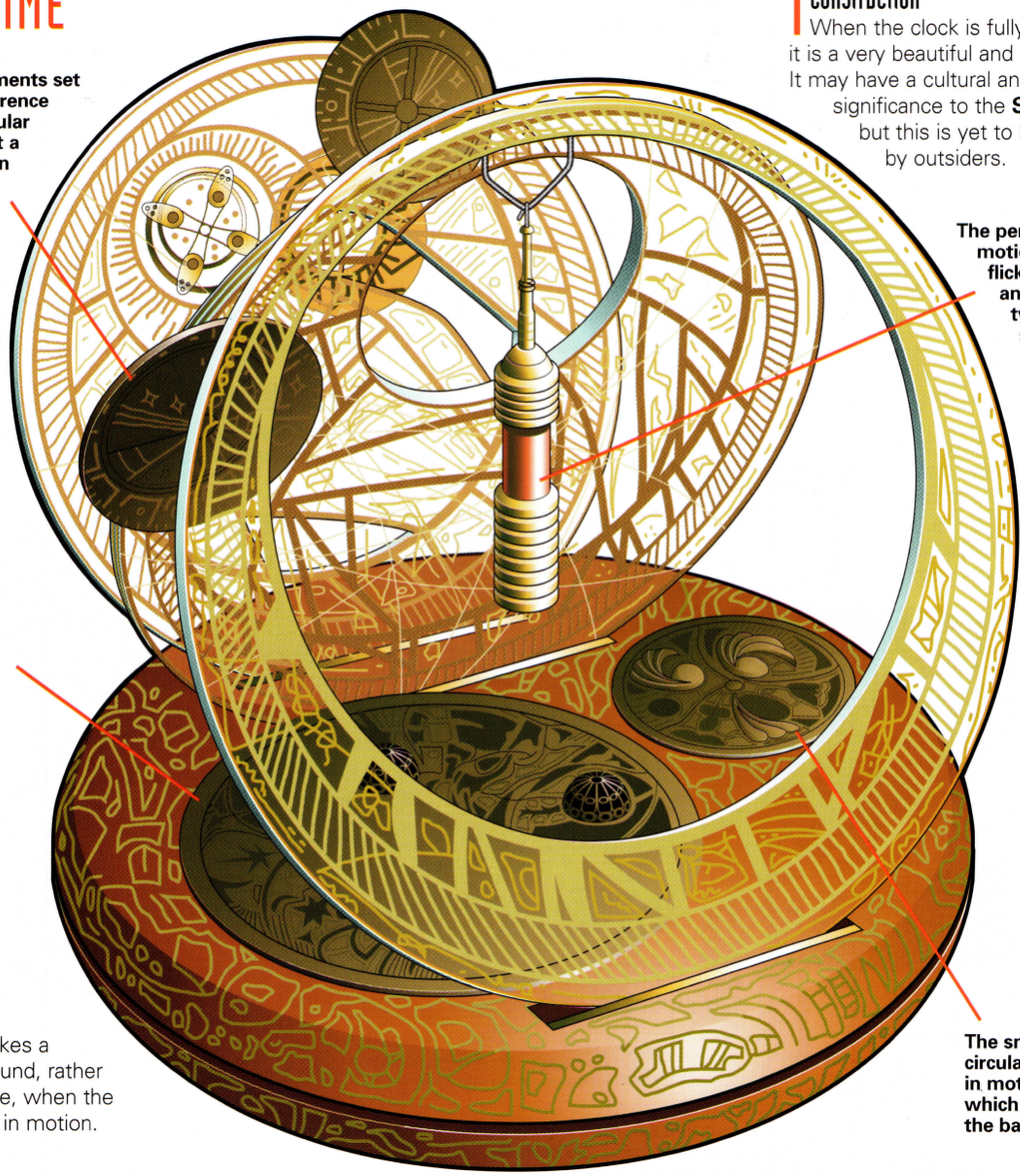
In both construction and design, the Saltah'na clock is an extremely intricate machine, and is evidently designed to display far more than the simple time of day. It may even have cultural and sociological significance.

Little is known of the Saltah'na, but the fact that they used such a finely crafted analogue device to measure time – in units which appear to equate to **Starfleet**'s linear system – suggests they had much in common with the races of the Federation. It is both ironic and tragic that a race capable of designing and constructing something of such beauty could not learn to live together peacefully, and that a clock, sitting in the office of Captain Sisko on *Deep Space Nine*, is all that remains to mark the passing of this highly accomplished civilization.



Ben Sisko constructs a Saltah'na clock while under the influence of the race's energy matrix. He now keeps the elegant timepiece in his office – perhaps as a reminder for humanity to not repeat the mistakes of this long-extinct race.

BIDING TIME



The disk-like elements set into the circumference of the raised circular sections rotate at a different rate than the others, suggesting that they fulfill an astronomical function.

The pendulum is set in motion with a simple flick of the finger, and completes two cycles per second.

The rotating mechanisms are powered by an energy source contained within the etched, gold-colored base.

The smaller rotating circular element is set in motion by a key, which is inserted into the base beneath it.

1 Construction

When the clock is fully constructed, it is a very beautiful and intricate object. It may have a cultural and sociological significance to the **Saltah'na** race, but this is yet to be fathomed by outsiders.

2 Operation

The clock makes a gentle ticking sound, rather like a metronome, when the pendulum is set in motion.

FILE 68 STAR TREK: The Original Series

'The Mark of Gideon'

The planet **Gideon** — not yet a member of the **Federation** — specially requests a single delegate to continue the treaty negotiations. They insist that it be the captain of the ***U.S.S. Enterprise NCC-1701***, but **Captain Kirk** is mysteriously reported missing.

CAPTAIN'S LOG
STARDATE: 5423.4

"We are orbiting the planet Gideon ... Treaty negotiations have been difficult because Gideon has consistently refused the presence of a delegation from the Federation on its soil ... They finally agreed to a delegation of one."

Captain Kirk beams down to the planet **Gideon** to act as a **Federation** delegate. However, when Kirk materializes, he finds himself on an empty simulacrum ***U.S.S. Enterprise NCC-1701***. He has a memory lapse of nine minutes, and his arm is bruised.

Gideon's **Ambassador Hodin** contacts the *Enterprise* to ask why Kirk has not yet arrived. **First Officer Spock** is concerned about the captain's disappearance, but Hodin is adamant that no one else should be allowed to beam down. Spock orders **Lt. Uhura** to contact **Starfleet Command** in order to request permission to search for the captain.

Kirk continues to search his silent ship, and finds a young woman wandering about the empty corridors. Her name is **Odona**, but she claims not to remember where she is from or why she is on the *Enterprise*. Odona is entranced by the size and space of the ship, and Kirk is entranced with Odona.

Deadly plan

Kirk hears a strange sound outside the ship. He opens the viewing port to investigate, and finds there are faces outside the ship watching them. Odona suddenly faints; Kirk carries her to **sickbay**, but when they arrive there, the doors are already open, and Hodin unexpectedly steps out into the corridor. Odona is Hodin's daughter; the ambassador appears pleased that she is ill. There is no sickness on Gideon, leading to severe over-population. Kirk is known to have survived a deadly disease, **vegan choriomeningitis**, and he still carries the virus in his blood. Gideon's council has deliberately chosen him to bring the infection to their people.

Meanwhile, Spock disobeys Starfleet orders and beams to the same coordinates as the captain. He soon locates Kirk on the *Enterprise* simulation, and they beam Odona back to the real ship. Odona is successfully treated, but now, like Kirk, she carries the infection in her bloodstream. In her view, the disease she spreads will bring hope for her people.

STARSHIP FACTS

Ambassador Hodin tells Kirk his people do not believe in birth control methods, as they hold all life sacred.

ON SCREEN...

1 *The U.S.S. ENTERPRISE is contacted by the council of Gideon. Mr. Spock is puzzled as to the whereabouts of Captain Kirk; Hodin reports that he never arrived.*

2 *Kirk discovers he is not the only person on board this deserted ENTERPRISE. He finds a beautiful young woman called Odona wandering through the ship's corridors.*

3 *Spock is trapped within a web of diplomacy; Hodin will not allow anyone else to beam down, and Starfleet Command cannot give them direct authority to do so.*

4 *Hodin explains to Kirk that Odona volunteered to be infected by vegan choriomeningitis, a disease Kirk has carried in his blood since childhood.*

5 *Mr. Spock beams over to the same coordinates as the captain, and finds him on the fake ENTERPRISE. Kirk, Spock, and Odona beam back to the real starship.*

6 *Odona is successfully cured of vegan choriomeningitis, but she now carries the disease in her blood; this will soon solve her planet's overpopulation crisis.*

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FILE 68 STAR TREK: The Original Series

'The Lights of Zetar'

Specialist **Lt. Mira Romaine** is assigned to the ***U.S.S. Enterprise NCC-1701*** to supervise the transfer of new equipment to **Memory Alpha**. En route, the starship is struck by an energy storm that takes partial possession of Romaine.

CAPTAIN'S LOG
STARDATE: 5725.3

"The ENTERPRISE is en route for Memory Alpha. It is a planetoid set up ... as a cultural library containing the total cultural history and scientific knowledge of all Federation planetary members. With us is specialist Lt. Mira Romaine ... to supervise all newly designed equipment ... to Memory Alpha."

En route to **Memory Alpha**, the ***U.S.S. Enterprise NCC-1701*** is struck by a strange energy storm which causes newly-assigned specialist **Lt. Mira Romaine** to collapse. She murmurs strange, garbled sounds, causing **Captain Kirk** to send her to sickbay.

Lt. Sulu plots the storm's course: it is also headed toward Memory Alpha. By the time the ship arrives at the **Federation** library, all but one of the Memory Alpha personnel are dead, and Kirk and the landing party find a woman emitting the same garbled sounds as Romaine. Romaine is ordered to beam down, and the scene of death particularly seems to disturb her. Suddenly, she warns that the storm is returning. They beam back to the *Enterprise*, but the storm continues to pursue them.

Kirk orders the ship to fire **phasers** at the attacking storm, but he is forced to stop when **Scotty** reports to the bridge that the phasers are somehow hurting Romaine.

Taking possession

A briefing is held to determine Romaine's connection to the storm. **Dr. McCoy** reports that her psychological profile shows she has a pliant mind; her brainwave pattern has been altered to match the storm's energy pattern. Romaine realizes that she has been seeing through a collective alien mind.

Kirk suggests Romaine be put into a gravity chamber to expose the aliens to high pressure. But before she can be put into the chamber, the entities take possession of her. They reveal that they are the collective life force of the last survivors of the dead planet **Zetar**; they have been searching for a suitable body and mind through which they can live out their lives. Scott manages to put Romaine into the chamber and the entities, accustomed to the vacuum of space, are destroyed by the pressure. Romaine decides to return to Memory Alpha to restore the library's facilities.

STARSHIP FACTS

The storm's initial attack on the *U.S.S. Enterprise* effects different areas of the brain; Uhura's hands are paralyzed, and Sulu cannot speak.

ON SCREEN...

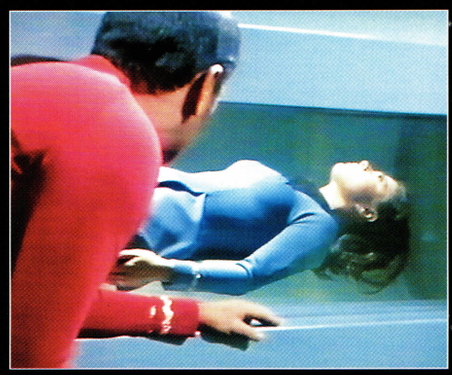
1 *Lt. Mira Romaine is assigned to the U.S.S. ENTERPRISE to supervise the transfer of equipment to Memory Alpha; Scott and she are mutually attracted.*

2 *A strange energy storm envelops the starship; Romaine is particularly affected. Scott is alarmed when she suddenly collapses on the bridge.*

3 *As soon as the U.S.S. ENTERPRISE is within transporter range, Kirk leads a landing party to Memory Alpha. The storm has apparently killed the library personnel.*

4 *Romaine reveals that she has had premonitions of the storm's actions; she knew the Memory Alpha staff were dead before she arrived at the planetoid.*

5 *The collective entities of the cloud infiltrate the U.S.S. ENTERPRISE and take possession of Romaine. They want to live out their own lives in her body.*



6 *Despite the influence of the entities, Romaine allows Scott to place her in the gravity chamber. The entities, used to the vacuum of space, are destroyed.*

FILE 71 STAR TREK: VOYAGER

'The Raven'

Captain Janeway is attempting to negotiate a path for the ***U.S.S. Voyager NCC-74656*** through **B'omar** space. Meanwhile, **Seven of Nine** has images of being pursued by the **Borg** through long, dark corridors, and she is haunted by an ominous ebon bird which flies directly at her.

'THE RAVEN'

"The feathers are black ... The eyes are yellow, and it has a powerful triangular beak. When it looks at me I am paralyzed ... It seems to know me, but I don't understand how that's possible – it's merely a bird ... But the sight of it fills me with fear."

– extract from Seven's logs

Seven of Nine experiences disturbing images of the **Borg** in which a large raven pursues her. The **Doctor** suggests this may be due to her human side reasserting itself. Later, in the mess hall, Seven has another vision and a Borg implant emerges from her hand. Pushing **Neelix** out of her way, she rampages through the ***U.S.S. Voyager NCC-74656***.

Captain Janeway is locked in difficult negotiations with the **B'omar** – a xenophobic race who are reluctant for *Voyager* to travel through their territory – when she is alerted to the Borg's actions. Seven takes a shuttle and departs the ship; the B'omar are furious that a rogue Borg has been unleashed, and order *Voyager* to leave. **Tuvok** and **Paris** pilot a shuttle covertly into B'omar territory to retrieve Seven. Once in range, Tuvok beams over to Seven's shuttle, but she disables him with a **Vulcan** neck pinch.

Rogue Borg

The shuttle reaches a planetoid from which, Seven tells Tuvok, she is receiving a Borg signal. They beam down to discover the wreckage of an assimilated **Federation** shuttle, balanced precariously over a precipice. Seven's visions grow stronger upon entering the craft; she suddenly remembers that this was where her family were assimilated, shortly after her sixth birthday. A plaque on the wall reveals the ship's name: the ***Raven***. When *Voyager* passed through B'omar space, a homing beacon was activated, compelling Seven to return here.

The B'omar locate the rogue Borg and begin to fire on the *Raven*. Seven and Tuvok dig their way out of the ship just before its remains fall over the precipice. Paris beams them to the shuttle; they return to *Voyager*, and the starship hastily leaves B'omar space.

Janeway later finds Seven in the da Vinci program. The flashback experience appears to have made her more open to exploring her repressed human nature and heritage.

STARSHIP FACTS

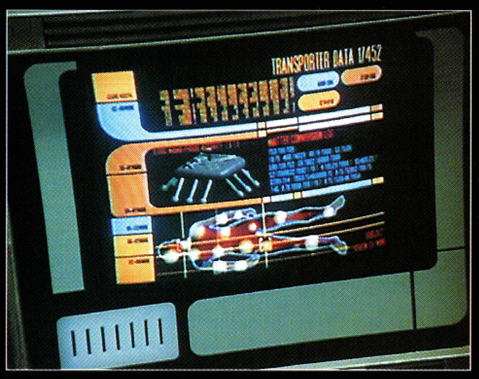
According to Seven, every Borg ship is coded to emit a distinct resonance frequency to call back drones who are separated from the collective.

ON SCREEN...

1 *Seven initially cannot understand the relevance of art and recreation, but when she notices the model of da Vinci's flying machine, it triggers a dark vision.*

2 *In the mess hall, Neelix is introducing Seven to his cooking. The former drone experiences another vision, however, and a Borg implant emerges from her hand.*

3 *Tuvok's security team fails to stop Seven – her Borg shields have become fully functional again, and she walks through the forcefields on each deck with ease.*



4 *The Doctor reports that Seven's Borg nanoprobes are regenerating. He develops a hypospray containing a gene resequencer to stop Seven reverting to Borg.*

5 *Harry Kim deciphers some of Seven's Borg logs for Captain Janeway to read, and the captain suddenly realizes the significance of the raven in Seven's visions.*

6 *Within the RAVEN, Seven remembers herself as a terrified six-year-old girl cowering in a corner; she relives the day that the Borg assimilated her and her family.*

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FILE 71 STAR TREK: VOYAGER

'Scientific Method'

The ***U.S.S. Voyager NCC-74656*** surveys a rare find: binary pulsars. Meanwhile, **Janeway** is behaving out of character, becoming increasingly tense and irritable, and the crew fill sickbay with strange ailments. The **Doctor** suspects there is an alien influence at work.

'SCIENTIFIC METHOD'

"Please understand that there's a point to our actions. The data we gather from you may help us cure physical and psychological disorders that afflict millions. Isn't that worth some discomfort?"
– Alien scientist to Janeway.

The ***U.S.S. Voyager NCC-74656*** encounters rare binary pulsars. **Commander Chakotay** is fascinated, but **Captain Janeway** has been feeling too tense recently to muster any enthusiasm.

Later, in his quarters, Chakotay suffers a sudden attack which is followed by rapid aging. Upon examining him in sickbay, the **Doctor** finds his metabolism has been greatly accelerated. Strange ailments begin to spread among the crew.

The Doctor and **Lt. Torres** examine the crew's DNA under an **electron resonance scanner**. Artificial implants are detected on the DNA: it is slightly out of phase. Suddenly, the **EMH** program deletes and Torres collapses in pain. The Doctor transfers himself to the **holodeck**, and tunes into **Seven of Nine**'s audio **Borg** implants, telling her to meet him in the **da Vinci** program. He recalibrates her Borg sensors to see if she can detect alien intruders on the ship, and Seven later reports that there are humanoid aliens, invisible to the crew, conducting experiments on them. The drone attempts to disable the aliens by exposing the whole ship to a neuroelectric shock, but **Lt. Commander Tuvok** confronts her in Engineering. Realizing that she has no choice, Seven adjusts her **phaser** to reveal an alien intruder.

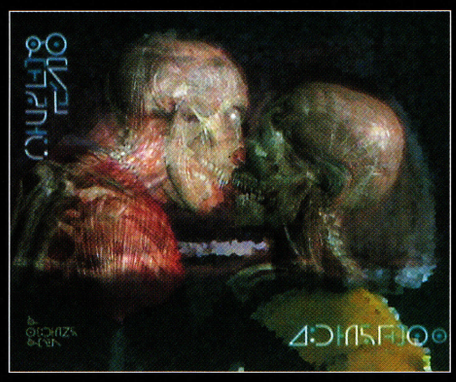
Enemy revealed

Incarcerated in the brig, the alien states that her team will continue the experiments as they are important for her people; they have also been increasing Janeway's dopamine levels to see how much strain she can bear. They soon find out – when one of the crew dies as a result of an experiment, the captain angrily locks *Voyager* on a course toward the pulsars. To avoid being destroyed with the starship, the alien ships leave; one explodes under the strain. Incredibly, *Voyager* flies right through the pulsars and emerges intact. The Doctor removes the alien devices from the crew, and the mutations are reversed.

STARSHIP FACTS

Tense from the effects of the alien experiments, Janeway at one point lectures Tuvok on the lack of discipline onboard *Voyager*.

ON SCREEN...



1 ***Tom surprises B'Elanna in a Jefferies tube with a bunch of flowers, unaware his actions are being watched by invisible intruders.***

2 ***Captain Janeway receives a massage from the Doctor. He thinks the tension headaches from which the captain suffers are due to her being under too much strain.***

3 ***Chakotay and Neelix try to outdo one another with complaints about their differing afflictions. Tom Paris eventually sends them back to their quarters.***

4 ***The Doctor adjusts Seven's visual Borg implants to a slight phase variance. She observes aliens experimenting on the crew; even Janeway is a test subject.***

5 ***Seven attempts to disable the aliens by exposing the ship to a neuroelectric shock, but when Tuvok becomes suspicious, she is forced to capture one of the aliens.***

6 ***Janeway pilots the U.S.S. VOYAGER toward the binary pulsars, counting on the fact that the aliens will not be willing to die with their experimental subjects.***

H continued

Hughes, Langston Prominent African-American writer (1902-1967) who used jazz rhythms in his poetry and drama. He was mentioned by **Benny Russell**, the persona Sisko adopted in a strange vision. (*Starship Log:* 'Far Beyond the Stars' [DS9]) ***SEE FILES 43, 70***

Hugo, Victor French author (1802-1885) whose works spurred Earth's Romantic movement. **Michael Eddington** admired his crusade against social injustice in 'Les Misérables'. **Dax**, however, could not stand Hugo's writing. (*Starship Log:* 'For the Uniform' [DS9]) ***SEE FILES 43, 70***

Hugora Nebula Located near to the **Demilitarized Zone** between **Federation** and **Cardassian** space. Federation forces planned to hide ships within this nebula to fool **Maquis** detectors. (*Starship Log:* 'Preemptive Strike' [TNG]) ***SEE FILES 3, 69***

hull integrity A measure of the critical strength of a starship's framework, expressed in percentage, and used to gauge its ability to withstand the deleterious effects of hull stress. (*Starship Log:* 'Parallax' [VOY]) ***SEE FILES 20, 21, 22, 23, 24, 25, 26, 28, 29, 30, 31, 32, 69, 70, 71***

When a starship's hull integrity is breached, disaster often follows.

hull stress The amalgamation of strain, pressure, and metal fatigue brought to bear against the exterior shell and frame of a starship. Excessive stress leads to hull weakening and eventual rupture. (*Starship Log:* 'Force of Nature' [TNG]) ***SEE FILES 25, 69***

humanoid An intelligent life form that roughly resembles humans, and lives on the type of planet that can support human life. Humanoids include **Ferengi**, **Vulcans**, and **Klingons**. (*Starship Log:* 'The Chase' [TNG]) ***SEE FILES 6, 18, 69***

humanoid, Class-5 The **Delta Quadrant Vhnori** are an example of a **Class-5** humanoid life form. (*Starship Log:* 'Emanations' [VOY]) ***SEE FILES 18, 71***

humat pods Flavoring ingredient in the all-important broth for the roasted **waroon**, a dish **Gideon Seyetik** served to ***Deep Space Nine***'s senior staff in 2370. His recipe called for a half-dozen pods to be minced. (*Starship Log:* 'Second Sight' [DS9]) ***SEE FILE 70***

humeral socket replacement Osteoplastic operation in which the socket of the shoulder joint is replaced. **Chief Engineer Miles O'Brien** underwent the procedure in 2371. (*Starship Log:* 'Shakaar' [DS9]) ***SEE FILES 43, 70***

Remarkably, many planets in the known Galaxy are populated by humanoids. The similiarities are believed to be due to a common ancestor.

humpback whale Known for their complex songs, humpback whales were hunted to extinction by humans. **Admiral James T. Kirk** and his crew transported two 20th-century whales, **George** and the pregnant **Gracie**, to the 23rd century to repopulate the species. (*Starship Log:* ***Star Trek IV: The Voyage Home***) ***SEE FILE 75***

humuhumunukunukuapua'a The Hawaiian name for the *Rhinecanthus rectangulus*, a fish living in warm-water reefs. This fish was the basis for a friendly software agent used in schoolroom computers on the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'Rascals' [TNG]) ***SEE FILE 69***

'Hunchback of Notre Dame, The' Earth literary work by Victor Hugo. The novel is generally considered a masterpiece, but **Jadzia Dax** was annoyed by its melodrama and two-dimensional heroine, and never finished it. (*Starship Log:* 'For the Uniform' [DS9]) ***SEE FILES 43, 70***

Hungarian food Cuisine from the Earth nation of Hungary, which includes such dishes as goulash and chicken paprikash. **Ben Sisko** only cooks Hungarian food when he is in a really good mood. (*Starship Log:* 'Family Business' [DS9]) ***SEE FILES 43, 70***

hunter probe Automated, self-propelled weapon that is programmed to search and destroy a specific target. **Kira Nerys**'s compatriots, **Furel** and **Lupaza**, were killed by a hunter probe on ***Deep Space Nine*** in 2373. (*Starship Log:* 'The Darkness and the Light' [DS9]) ***SEE FILES 60, 47, 70***

Hunter, K. C. Pen name of **Kay Eaton**, an author at the SF magazine '**Incredible Tales**'. Kay was forced to use the alias because management didn't want its readers to know they had a female writer. (*Starship Log:* 'Far Beyond the Stars' [DS9]) ***SEE FILE 70***

Hunters Humanoid caste that propagates a sentient life form, known only as **Tosk**, for the sole purpose of hunting mature individuals as prey. (*Starship Log:* 'Captive Pursuit' [DS9]) ***SEE FILES 18, 70***

Hughes, Langston
Hugo, Victor
Hugora Nebula
hull integrity
hull stress
humanoid
humanoid, Class-5
humat pods
humeral socket replacement
humpback whale
humuhumunukunukuapua'a
'Hunchback of Notre Dame, The'
Hungarian food
hunter probe
Hunter, K. C.
Hunters
Hupyrian beetle
Hupyrian beetle farm
Hupyrian beetle snuff
Hupyrians
Hur'q
Hur'q Central Museum
Hur'q planet
Hurada III
Huraga
Hurkos III
hurler
Hurston, Zora Neale
Husnock
Husnock ship
Huss
Hutchinson, Commander Calvin 'Hutch'
Hutchinson, Transporter Chief
Hutet labor camp

Thanks to the efforts of James T. Kirk and his crew, the once-extinct humpback whales were returned to the oceans of 23rd-century Earth.

Cooking is one of Ben Sisko's favorite hobbies. He reserves his Hungarian recipes for when he is in a particularly good mood.

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Hupyrian beetle
Arthropod life form cultivated for its nasal stimulation properties. In 2373, **Grand Nagus Zek** allocated official **Ferengi** funds for research into a new breed that he hoped would revolutionize the beetle snuff industry. (*Starship Log:* 'Ferengi Love Songs' [DS9]) ***SEE FILES 14, 70***

The Hupyrian race is best known for its loyalty – Hupyrians make excellent servants. Their planet's chief export is the mildly narcotic Hupyrian beetle snuff.

Hupyrian beetle farm
Insect husbandry in which **Hupyrian beetles** are raised for the purpose of being harvested for snuff. In 2371, **Ishka** successfully invested in such a farm, violating the **Ferengi** prohibition against females earning profit. (*Starship Log:* 'Family Business' [DS9]) ***SEE FILES 14, 51, 70***

Hupyrian beetle snuff
Preparation of pulverized insects that is drawn into the nostrils by inhaling. **Zek**'s extensive use of the substance caused vascular damage to his mucus membranes. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILES 14, 51, 70***

Hupyrians
Humanoid race with notably wrinkled faces. Hupyrians, such as **Maihar'du**, are famous for their loyalty as personal attendants. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILES 18, 51, 58, 70***

Hur'q
Klingon word for 'outsiders', believed to be derived from the name of the plundering race that invaded **Qo'noS** in around 1372. After plundering the treasures of other civilizations, such as the **Sword of Kahless**, the Hur'q would display their spoils in their **Central Museum**. (*Starship Log:* 'The Sword of Kahless' [DS9]) ***SEE FILES 11, 70***

Hur'q Central Museum
Vast chamber where the Hur'q displayed their spoils. In 2372, a **Klingon-Federation** team searching for the **Sword of Kahless** discovered the Museum, only to find it had been looted. (*Starship Log:* 'The Sword of Kahless' [DS9]) ***SEE FILES 3, 11, 70***

Hur'q planet
Native planet of the Hur'q civilization and culture, and the location of the **Hur'q Central Museum**, where the **Klingons**' ancient **Sword of Kahless** was found in 2372. (*Starship Log:* 'The Sword of Kahless' [DS9]) ***SEE FILES 3, 11, 70***

Hurada III
A planet visited by **Ullians** in 2368, to collect historical memories for their telepathic memory preservation work. Unfortunately, one of the Ullians attacked two people there via telepathic memory invasion. (*Starship Log:* 'Violation' [TNG]) ***SEE FILES 3, 18, 69***

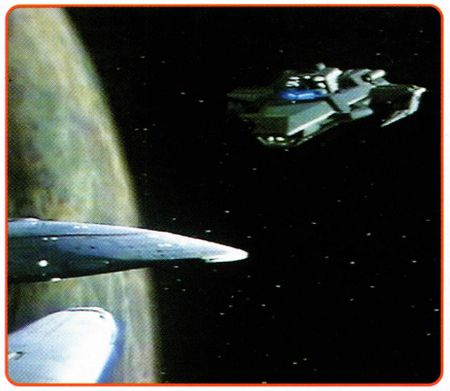
Huraga
This grizzled **Klingon** warrior often told of his debt to **Worf**'s father, **Mogh**, for saving his family's honor. Worf called on that bond to gain vital information about a planned invasion of **Cardassia**. (*Starship Log:* 'The Way of the Warrior', Part I [DS9]) ***SEE FILE 70***

Hurkos III
When a smitten **Deanna Troi** researched negotiator **Devinoni Ral**'s background, she discovered he had relocated to **Hurkos III** from Earth at the age of 19, in approximately 2344. (*Starship Log:* 'The Price' [TNG]) ***SEE FILES 18, 58, 69***

hurler
Baseball vernacular for 'pitcher', the player who throws the ball toward the batter. **Data** amused a newspaper vendor by using the term while in **Jean-Luc Picard**'s **Dixon Hill holonovel**. (*Starship Log:* 'The Big Goodbye' [TNG]) ***SEE FILES 25, 69***

Hurston, Zora Neale
Twentieth-century American writer, noted for her storytelling abilities and her celebration of African-American culture. She died unrecognized by the literary community, but **Benny Russell** admired her work. (*Starship Log:* 'Far Beyond the Stars' [DS9]) ***SEE FILES 10, 70***

Husnock
Extremely intelligent but also cruel, aggressive, and destructive beings who wiped out the 11,000 colonists on **Delta Rana IV** in 2366. A vengeful **Douwd** survivor destroyed all 50 billion Husnock in return. (*Starship Log:* 'The Survivors' [TNG]) ***SEE FILES 18, 69***



Husnock ship
Five times the mass of a ***Galaxy***-class starship and able to destroy a planet, a Husnock ship killed everyone on **Delta Rana IV**. (Starship Log: 'The Survivors' [TNG]) ***SEE FILES 18, 40, 69***

The GALAXY-class U.S.S. ENTERPRISE encountered a Husnock ship.

Huss
A **Klingon**, the daughter of **A'trom**. Huss had the **Order of the Bat'leth** bestowed upon her in 2373. (*Starship Log:* 'Apocalypse Rising' [DS9]) ***SEE FILES 11, 70***

Hutchinson, Commander Calvin 'Hutch'
This short, balding man, in charge of **Arkaria Base** and the ***Remmler Array***, was notorious for his dull small talk. He was killed by mercenaries during a reception for command officers of the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'Starship Mine' [TNG]) ***SEE FILES 32, 43, 69***

Many Starfleet officers found Commander Hutchinson boring.

Hutchinson, Transporter Chief
U.S.S. Enterprise NCC-1701-D crewman in 2368. (*Starship Log:* 'Hero Worship' [TNG]) ***SEE FILES 25, 69***

Hutet labor camp
Detention center on **Cardassia IV**. **Bajorans** were still incarcerated here until 2370, when **Kira Nerys** and **Miles O'Brien** conducted a rescue mission to free **Li Nalas**. (*Starship Log:* 'The Homecoming' [DS9]) ***SEE FILES 10, 13, 70***